$8

The
REALM OF YOLMI

RULES FOR SCIENTIFIC/FANTASY COMBAT

By Ken Black & Marshall Rose

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West Coast Games

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DEDICATIONS

To Mr. Clyde Lehman
and his acid wit,
for without it
this game could not have been conceived.

And to the Yolmi (Cronk)
son of World Annex Councilman Yayolmivich,
whose name means "GUARDIAN OF ARTIFACTS,"
and who was cheated of his inheritance.

And finally to Oberkaluk Ridge,
and his assistants in Workcamp 101,
--they made this game happen!

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EQUIPMENT:

THE REALM OF YOLMI (You have it)

DICE

1 pair of 4-sided, 6-sided, 12-sided, and 20-sided. One set of percentile dice (for generating numbers from 01-100) is also needed, along with at least three 8-sided dice.

OTHER

A three-ring notebook for Referee
Hexagonal-grid paper for Wilderness, Sea and Air Adventures
Graph paper for Underground Adventures, and a pen and pencil.

PLAYERS:

Although the number of players may vary from one to twenty, each and every game requires a Referee, for he is the person who moderates the games, sets up the campaign, and so on.

INTRODUCTION

Throughout Man's time on Earth, life has been very happy. Generally, that is. But Man's curiosity and his love of the unknown led him to create abnormal diseases, make strange automations, and experiment with the very essence of Life itself.

Needless to say, time and time again, Man invented horrors which terrorized the Earth. Once it was a 200-foot robot with "Displacement Rays" who decided "Exterminate all." But even it was destroyed by Man.

Still, even with these interruptions, life was fun and a new energy was found, so no one wanted for food or other such things. Even the news reflected this attitude, for it was a "happy" format. The news was good, and the people liked it. This method of news lacked one big element, namely "World Security." During one of those happy and carefree years, four scientists noticed a gas made of unknown elements traveling toward the Earth. No news center would accept this for publication because they wanted to keep their ratings up. The scientists became furious because no one listened and they made strange gestures; but this did not stop the oncoming gas.

The gas finally hit and killed many living things. It caused cellular deterioration. The worst was yet to come for the gas reacted with the Earth's atmosphere and turned the still living animals into fierce and mutated beings that traveled in destructive packs. Many men turned semi-barbaric and the automations went rampant. Some humans developed into mutants or non-humans; neither human nor beast, and a leading news commentator found immortality through drugs and started his own religious group: THE UNDEAD OF YOLMI (Cronk).

Still Man was indefatigable and, in some nooks and crannies of the Earth, survived. But there was no rule, no order; so anarchy ruled. Mankind regressed. But occasionally groups of young men (and women) would set out from crude tribal villages and search for lost knowledge and treasure while battling their plentiful foes. They became known as Adventurers. And thus . . .

ADVENTURERS

BASIC ABILITIES OR CHARACTERISTICS:

An adventurer may be either male or female. There are three basic professions, of which an adventurer must choose one: Soldier, Fly-catcher or Scientist.

There are also six different characteristics which all adventurers have: Strength, Intelligence, Wit, Dexterity, Constitution and Personality. They are determined by rolling three 8-sided die; 3 being low and 24 being high. Below are the bonuses and penalties of each factor. These should be recorded.

Strength: Physical Development

Str.	Hit Prob.	Damage*	Maximum Encumberance	Open Doors**
3	-10	-10%	5600r	0
4	-10	- 5%	5700r	1
5	-05	- 5%	5800r	1
6-8	-05	N	5900r	1
9-11	-05	N	6000r	1-2
12-13	N	N	6050r	1-2
14-15	N	N	6100r	1-2
16-18	+05	N	6150r	1-2
19-21	+05	N	6250r	1-2
22	+05	+ 5%	6350r	1-3
23	+10	+10%	6450r	1-4
24	See Table Below.			

* Applies only to Taleks, Knives, Chains, 1/4-Staffs and Nun-chuks.
** Rolled on a six-sided die.

24 Strength, Exceptional Abilities, roll %-dice:

%	Hit Prob.	Damage	Maximum Encumberance	Open Doors*
01-50	+15	+15%	6550r	1-5
51-75	+15	+20%	6600r	1-6
76-85	+15	+20%	6650r	1-6
86-90	+15	+25%	6750r	1-6 (1)
91-99	+20	+25%	6850r	1-6 (1, 2)
100	+20	+30%	7000r	1-6 (1-3)

* Numbers in parentheses represent ability to open phase-locked doors.

Intelligence: Reasoning Capacity

Int.	Ability to Identify/Remove Tech. Devices*
3-8	-10%
9-11	- 5%
12-15	Normal
16-18	+ 5%
19-24	+10%

* This ability applies only to scientists.

Wit: The ability to react quickly and to recall information

Wit	Reaction Bonuses*	Research Bonuses**
3-5	-2	-15%
6-8	-1	-10%
9-11	Normal	- 5%
12-13	Normal	Normal
14-15	+1	+ 5%
16-18	+2	+10%
19-21	+3	+15%
22-24	+4	+20%

* Added to initiative die.
** Applies only to Fly-catchers.

Dexterity: The ability to parry blows

Dex.	Bonuses to Armor Type
3-8	+2
9-11	+1
12-15	Normal
16-18	-1
19-24	-2

Constitution: State of health

Con.	Number added to each hit die*
3-5	-2
6-8	-1
9-18	Normal
19-21	+1
22-24	+2

* With number added here, no hit die may equal less than zero.

Personality: Personal appearance

Per.	Bonuses to Creature Reactions	Bonuses to Hireling's Morale Check*
3-8	-10%	-2
9-11	- 5%	-1
12-15	Normal	Normal
16-18	+ 5%	+1
19-24	+10%	+2

* Added to 12-sided morale die

Each adventurer also starts out with 30 to 240 rupniks (three 8-sided die times 10).

PROFESSIONAL SKILLS:

As stated, there are three basic professions. Each profession, however, has within it a certain elite group; they are listed along with the three major ones.

A prime requisite is the ability used most by a certain class of adventurers. It aids them in acquiring experience and is generally their highest score in their basic abilities.

Soldiers:

The Soldier may use any type of weaponry and any type of defensive armor, with the exception of Type III Defensive Armor; the prime requisite is strength.

Cyborgs are the elite type soldier. They may only use Type V Offensive Technological Devices but do not really need them because of their fantastic powers. They may wear no armor. To become a cyborg, one must find a scientist of above the 8th level and ten assistants not below the 3rd level. The cyborg must have a constitution of not below 22. It will take the scientist and his crew from 3 to 18 months to make the conversion. This must be done in a city. Cost per month is listed below, along with success percentages. For every three months of conversion, a Drug: Constitution is required or the operation is a failure. Types of Cyborg powers are:

Type	Notes	%-L	%-F	Cost/Mo.
1 arm	1 x-factor on damage	40	25	5,000r
2 arms	2 x-factors on damage	35	20	10,000r
2 legs	3 x-factors on damage, 24" movement	25	10	25,000r
1 eye	Infravision for 6", UV scan for 9", 10:1 zoom	50	35	3,000r
2 eyes	Infravision for 9", UV scan for 12", 15:1 zoom, and Thermographic Perception for 15"	40	25	7,500r
1 ear	Surprise 1 in 12	55	40	2,500r
2 ears	Surprise 1 in 20	40	25	6,000r

x-factors on damage are cumulative. For damage done, see Information regarding the classes. If %-L not made, subject dies; if %-F not made, operation is a failure. Costs are cumulative. Infravision is ability to detect life forms in the dark. UV scan is ability to detect automations. Thermographic Perception is ability to detect recent movement.

Upkeep: Every five months the cyborg must check in with the scientist and his crew in a city for two weeks. Cost is 10% of original cost per week.

Fly-catchers:

Fly-catchers are a special group of Adventurers. They may use any type of defensive armor but are limited to the weapons they use. They may not use any weapon that shoots any kind of projectile, but are allowed to use Type II Offensive Technological Weapons and above. Their prime requisite is Wit. Once every day, per level, a Fly-catcher may use his Fly-charm on a creature of the Fly-class. If successful, it affects 1-10 flies. They will do anything he commands, short of self-destruction.

Psychics are the elite branch of Fly-catchers. They use their mental power and wit to alter physical laws. They require a wit of at least 22 and even then only 15% are psychics; others do not possess the power. Psychics are able to do anything a Fly-catcher of their level can do, plus they have their own psychic powers. A psychic may choose from one or two different types of psychic power: Om-woong (General Operations) or Fly-Master (Fly power only). As the psychic progresses levels he checks the Information Regarding the Classes for the percentage of power augmentation. If he makes the %, he rolls again on the correct table to see what is gained.

Scientists:

Due to the Scientist's Code of Honor, scientists may only use Type V Offensive Technological Devices and may only use Type III Defensive Technological Devices. They do damage open-handed. They are the only class able to load Technological Devices (such as pistols, etc.). They may also build them. To determine the Type, divide the level by three and round down. Thus, a 1st level scientist could only make the kind that are found at Trading Posts, while a 6th level scientist could make a Type II weapon. Time and cost are left to the Referee. The scientist's prime requisite is Intelligence.

The elite group of the Scientists is the Robot-makers. Although they can easily identify technological devices (give them +10%), they cannot make or load Technological Devices or remove them. When they get around to making robots it takes one month per hit die to construct and costs 1000r per hit die. Depending upon complexity, remote control units will cost from 200r to 8000r. Unless remotely controlled, the robot must be activated and ordered by touch. As robot-makers progress, so does the complexity of their robots. Special characteristics may be added at 10,000r a piece, such as flying, speaking, etc.

Other Classes:

The Referee should be encouraged to design other classes. At all times game balance should be maintained.

Creatures:

At the Referee's discretion, players may start as creatures, but they will start out weak and as they gain levels, they will progress.

INFORMATION REGARDING THE CLASSES:

Soldiers:

Level	Name	Experience Pts. Required
1	Footman	0
2	Kupnik	1,000
3	Corpon	2,000
4	Sergeant	4,000
5	Kaluk	8,000
6	Oberkaluk	15,000
7	Captain	30,000
8	Statlord	60,000
9	Marshal	125,000
10	Reichmarshal	250,000

For every level above 10th, 250,000 experience pts. are required.

Cyborgs:

Level	Notation	Armor Class*	Exp. Pt.s
1	--	9	0
2	+1 on initiative die	8	2,000
3	2-attacks per attack round	7	4,000
4	+5 added to hit pts.	7	10,000
5	+2 on initiative die	5	20,000
6	3-attacks per round	5	50,000
7	+10 added to hit pts.	3	100,000
8	4-attacks per round	2	250,000
9	+3 on initiative die	1	500,000
10	5-attacks per round	0	750,000

For each add. level, 250,000 exp. pts. are required. Note: The notation bonuses listed are effective only with two arms converted. The effects are selective; in other words, the cyborg gets the best possible bonus, so an 8th level cyborg would get four attacks per round, with a plus 2 on initiative dice. He would also have (one level before) 10 pt.s added to his hit pt.s. Note: When one becomes a cyborg, all previous experience is halved.

* Applies only if cyborg has 2 legs and 1 (or 2) arms converted.

For damage done per attack, multiply level by total x-factor and apply to table:

x-factors time level	Damage Done
1-10	1-6
11-25	1-8
26-40	1-10
41-65	1-12
66-75	1-20
76-99	2-40
100+	3-60

Fly-catchers:

Level	Name	Charm Fly	Research	Exp. Pt.s
1	Fool	5%	10%	0
2	Trickster	10%	15%	1,500
3	Huckster	15%	20%	3,000
4	Flyer	20%	30%	6,000
5	Fly-catcher	25%	35%	12,000
6	Master F-C	30%	40%	25,000
7	Anti-Tethre	35%	50%	50,000
8	Mstr. One	45%	55%	75,000
9	Mouth	50%	60%	150,000
10	Mstr. Fool	60%	70%	300,000

300,000 exp. pt.s required for each additional level.
Charm Fly and Research go up 5% for each additional level.

Psychics:

Om-woong

Level	Notation	Exp. Pt.s
1	--	0
2	10% Type A	2,000
3	15% Type A	4,000
4	20% Type A	10,000
5	25% Type A, 10% Type B	20,000
6	30% Type A, 15% Type B	40,000
7	35% Type A, 20% Type B	80,000
8	40% Type A, 25% Type B	125,000
9	45% Type A, 30% Type B	350,000
10	60% Type A, 45% Type B	500,000

350,000 exp. pt.s for each additional level. Add 5% to chances for Types A and B.

Type A (can be used once per day per level)

1	Body Compression	11	Mind Bend
2	Body Expansion	12	Mind Snap
3	Empathy	13	Future Sight
4	Telepathy	14	Equilibrium
5	Detect Creature	15	Mind vs. Matter
6	ESP	16	Illusions
7	Clairvoyance	17	Shell
8	Clairaudience	18	Wit Aura
9	Hypnosis	19	Research Plus
10	Levitation	20	Need-Lack

Type A Descriptions:

1 User shrinks one foot per level, and for each foot loss his armor class goes down one due to density.

2 As above but the exact opposite. Note: If user wearing armor, it is instant death.

3 Detect emotions within 10".

4 2-way communication within 5".

5 Detect creature within 2".

6 Detect thoughts within 7".

7 X-ray vision 1".

8 Hearing 10".

9 Domination trance with limited control (similar to Fly Charm) but can affect anyone. 2 turn duration.

10 Levitate 1" up per level; lasts 1 turn per level.

11 Projects a double of the psychic up to 5" away. 2 turn duration.

12 Projects an opposite of the psychic. 2 turn duration.

13 Limited precognition.

14 Ability to change bodily functions, turn bones into jelly, etc. 1 turn duration.

15 Ability to create matter from mind power; the denser the object, the less time it lasts. Steel lasts 2 turns.

16 Casts images that appear real until touched; then they disappear.

17 An all-purpose shell with a radius of 1". It protects those inside from any form of attack except for Attack-Mind, and attacks by occupants of the shell. 5 turn duration.

18 It boosts the wit of all adventurers by 1-4 for 2 turns.

19 Adds 20% to research ability for 2 turns.

20 Eliminates the user's need for food or water for the day.

Type B (usable once per week per level)

1	Phase Power	5	Defend Mind
2	Time Clock	6	Matter Transfer
3	Body Snap Movement	7	Matter Reshape
4	Attack Mind	8	Mirrormac

Type B Descriptions:

1 Shift out of phase for 3 turns.

2 Time can be sent forward or backward one day.

3 User can move 48" for one turn.

4 Requires absolute concentration; for each turn it is aimed at an adventurer/creature, its level goes down permanently by 1. Level 0 = death. Assume each hit die equals a level.

5 Negates attack mind.

6 Teleportation within 15", 95% effective.

7 Ability to change matter into a similar state and type: Animal to animal, etc.

8 A quick clone usable only when near death.

Flymaster:

Level	Notation	Exp. Pt.s
1	5% Type A	0
2	10% Type A, 5% Type B	2,000
3	15% Type A, 10% Type B, 5% Type C	5,000
4	20% Type A, 15% Type B, 10% Type C	10,000
5	25% Type A, 20% Type B, 15% Type C	20,000
6	30% Type A, 25% Type B, 20% Type C	50,000
7	35% Type A, 30% Type B, 25% Type C	100,000
8	40% Type A, 35% Type B, 30% Type C	150,000
9	45% Type A, 40% Type B, 35% Type C	300,000
10	60% Type A, 55% Type B, 50% Type C	750,000

Type A (usable once per day per level)

1	Air to Web	7	Dispel Fly
2	Snapir Return	8	Fly
3	Snapir Shield	9	Anti-Defor
4	Anti-Zillier	10	Fly-Power
5	Anti-Completine	11	Reverse-Fly
6	Fly Control	12	Fly Paper

Type A Descriptions:

1 Fills a 1" x 1" x 1" section of air full of webs; lasts until burned.

2 Upon command, all snapirs will for one turn attack their user.

3 Creates a 1" x 2" piece of pseudo-glass that is invulnerable to snapirs.

4 Kills 30-300 zilliers.

5 Kills 1-100 completines.

6 Will control up to 10 flies for one turn.

7 Will banish all flies with less than 2 hit dice.

8 Fly up to 36" per turn for each level.

9 Kills 1-20 defors.

10 Creates a fly-robot (blybot) with armor class 5, 48" movement, 5 hit dice; it hates flies. Disappears after 3 turns.

11 Causes all fly actions for one turn to go in reverse.

12 Creates a piece of fly-paper 10" x 2" controlled by the Psychic. 2 turn duration.

Type B (usable once per week per level)

1	Fly to Wood	5	Fly-Freeze
2	Anti-Chacle	6	Recall-Spider
3	Anti-Fuule	7	Blind-Fly
4	Web Gun	8	Fly-Cluster

Type B Descriptions:

1 Changes 1 to 5 flies to wood.

2 Kills 1-12 chacles.

3 Kills 1-10 fuules.

4 Creates a webgun with 1 round.

5 Freezes up to 8 flies.

6 Creates 1-100 flying spiders; lasts 3 turns.

7 Blinds up to 6 flies for 2 turns.

8 Packs 100 flies in two cubic feet for 3 turns.

Type C (usable once per month per level)

1	Kill Fly	4	Fly Doom
2	Fly Flash	5	Recall Fly
3	Xorb Doom	6	King Xorb

Type C Descriptions:

1 Kills 1-4 flies.

2 The eyes of the psychic become a flyflash for 2 turns.

3 Kills all xorbs within 3".

4 Kills up to 20 flies within 1".

5 Calls an army of 6,000 zilliers for ten turns.

6 Summons forth the King Xorb to do the psychic's bidding for 1 turn.

Scientists:

Level	Name	Identify/Remove Tech. Object	Exp. Pt.s
1	Assistant	10%/5%	0
2	Nut	20%/10%	1,500
3	Crazed One	25%/20%	3,000
4	Researcher	35%/30%	6,000
5	Alchemist	50%/35%	12,000
6	Biologist	60%/40%	25,000
7	Chemist	65%/50%	50,000
8	Physicist	70%/60%	100,000
9	Experimenter	75%/70%	200,000
10	The Brain	80%/75%	400,000

400,000 exp. pt.s for each additional level; ident/rem. go up 5% for each additional level.

Robot-Makers:

Level	Robot's Armor	Robot's Move in "	Robot's Hit Die	Robot's Damage Done	% Success	Exp. Pt.s
1	9	6	1	1-6	15	0
2	8	6	3	1-6	20	2,500
3	8	6	5	1-8	25	5,000
4	7	9	5	1-8	35	10,000
5	6	9	5	1-10	40	20,000
6	6	9	6	1-12	45	40,000
7	5	12	6	1-12	55	80,000
8	3	12	6	2-24	60	200,000
9	3	12	7	2-24	65	400,000
10	1	15	9	3-36	75	500,000

250,000 exp. pt.s for each additional level.

HIT DICE

Any living matter, regardless, can only withstand so many points of damage before it collapses or dies. For adventurers it is determined as follows:

Type	#-sides on Hit Die	Maximum # of Levels	Until receives pt.s per add. level
Soldier	8	10	+2
Fly-Catcher	6	12	+1
Scientist	4	7	+1/2

Note: This means that a soldier would get one 8-sided die per level until he becomes 11th level; then, instead of rolling a die he would add 2.

When any thing's hit pt.s go down to zero, it is incapacitated; below zero, it dies.

Creatures have their number of hit die specified and when rolling use an 8-sided die.

EQUIPMENT:

Trading Posts carry items the Adventurer needs. Prices here are average.

COST IN RUPNIKS	ITEM
60	Saturday Night Special
40	S.N.S. Clip
120	Pistol
80	Pistol Clip
240	Rifle
80	Rifle Clip
2	Knife
5	Long Knife
10	Quarterstaff
15	Nun-Chuks
7	Sturdy Chain
6	20 Darts
5	Dart Thrower (throws 2 darts per attack round)
17	Talek
3	Sling
40	Bola
35	Snapir
35	Disc-Rang
25	Malpo (Flamestick; usable once)
360	Harpoon Rifle
120	Rifle Harpoon
15	Trident
5	10' x 10' Net With Hooks
10	Air Trident
3	Piano Wire
125	Bullet-Proof Vest
100	Mecho-Suit
75	Special Thickly-Padded Suit
75	Bullet-Proof Shield
35	Helmet (for protection from falling objects)
50	Extra-Sturdy Helmet
100	Heavy Air Net
3	75' Rope
5	15' Pole
45	10' x 10' Flypaper
2	Small Sack (1750r capacity)
4	Large Sack (3500r capacity)
5	Back Pack (4250r capacity)
1	Waterskin (1 day's ration of water; 1 person)
6	5 Quik-Lite Torches
2	5 Pints Kerosene (8 hours burning per pint)
1	Lighter
3	2 Quarts Wine
2	1 week's ration of food (1 person)
350	Compass
25	Mapping Pens and Paper

Carrying items will encumber adventurers. The strength lists the amount able to carry and note:

Up to 1/3 of weight	=	12"/turn
1/3 to 2/3 of weight	=	9"/turn
2/3 to maximum	=	6"/turn

Encumberance Weights:

Saturday Night Special, Pistol, Malpo, Snapir, Disc-Rang, Knife, Talek:	100r each
Fly-Paper Roll, Trident, Air Trident, 10' x 10' net:	150r each
Rifle, Long Knife, Chain, Bullet Proof Shield, Harpoon Rifle, Rifle Harpoon:	200r each
Darts (20), Dart Thrower, Sling, Helmet:	40r each
Human:	3500r
Thickly-Padded Suit:	750r
Mecho-Suit	1000r
Bullet Proof Vest	1500r
Miscellaneous Equipment:	750r total
1 piece of Rupnik, Chromnik, Galik, gem or jewelry:	1r
Heavy Air Net	325r

Other Items:

COST IN RUPNIKS	ITEM	CAPACITY TO CARRY
25,000	Small Merchant Ship	175,000r + 35 men
35,000	Large Merchant Ship	500,000r + 50 men
50,000	Warship (minus guns)	100,000r + 100 men
10,000	Flying Bird (trained)*	5,000r total
2,000,000	Space Traveling Vehicle	1,000,000r + 200 men

* They advance levels as their masters with one 6-sided per level; they do damage as Saknas, are armored and move as such, except these have the ability to fly. Each consumes food as a man.

COMBAT:

ON LAND

When an encounter takes place, the Referee rolls a six-sided die for each party to see if they are surprised. "1" indicates surprise. A non-surprised party gets to roll for initiative; a surprised party does not. The highest score per combattant strikes first. The initiative die is eight-sided; each combattant gets one, and Wit bonuses are counted in. Ties in initiative go simultaneously. If one is killed before one strikes, one cannot attack. After initiative is determined, the attacker rolls %-dice, and after adding in all bonuses, checks to see if he hits. If he does, he then rolls for damage done; if not, he did not penetrate the opponent's armor.

Attackers with technological devices get automatic initiative if not surprised.

Hit Probability Bonuses

Type	Armor Type: 2 or less:	3	4	5	6	7	8	9
S.N.S.:	+15	+15	+15	+15	+15	+15	+15	+15
Pistol:	+20	+20	+20	+20	+20	+20	+20	+20
Rifle:	+30	+30	+30	+30	+30	+30	+30	+30
Any Knife:	-30	-25	-20	-15	-10	-05	+ 0	+05
1/4-Staff, Bola:	+ 0	+05	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
Chain, Disc-Rang:	+ 0	+05	+ 0	+05	+ 0	+ 0	+ 0	+ 0
Nun-Chuks, Snapir:	+10	+10	+05	+10	+05	+05	+05	+05
Taleks:	+ 0	+05	+ 0	+10	+ 0	+15	+ 0	+20
Darts, Malpo:	-20	-15	-10	-05	+ 0	+ 0	+ 0	+05

Armor Types

This game uses a Minus Armor System. All adventurers start with an armor type of 9 (their skin and tunic) and it is modified by wearing armor.

The bullet proof shield may be worn with any of the first three, but none of the first three may be worn simultaneously.

Modifier	Defensive Armor Used
-5	Bullet Proof Vest
-3	Mecho-Suit
-1	Thickly-Padded Suit
-2	Bullet Proof Shield

Thus, an adventurer with a dexterity of 13 wearing a mecho-suit has an armor type of 6.

COMBAT CHARTS

ADVENTURERS ATTACKING: % chance to hit based upon Adventurers level and creatures armor type.

		LEVEL					
		1-3	4-6	7-9	10-12	13-15	16+
A	-6	-	-	-	-	5	25
R	-5	-	-	-	5	10	30
M	-4	-	-	-	10	15	35
O	-3	-	-	5	15	20	40
R	-2	-	5	10	20	25	45
	-1	-	10	15	25	30	50
T	0	05	15	20	30	35	55
Y	1	10	20	25	35	40	60
P	2	15	25	30	40	45	65
E	3	20	30	35	45	50	70
	4	25	35	40	50	55	75
	5	30	40	45	55	60	80
	6	35	45	50	60	65	85
	7	40	50	55	65	70	90
	8	45	55	60	70	75	95
	9	50	60	65	75	80	100
	10	55	65	70	80	85	100
	11	60	70	75	85	90	100

CREATURE ATTACKING: % chance to hit based upon Creature's hit die and defender's armor type

		HIT DIE					
		to 1	1-2	3-4	5-7	8-9	10+
A	-6	-	-	-	-	-	10
R	-5	-	-	-	-	05	15
M	-4	-	-	-	05	10	20
O	-3	-	-	05	10	15	25
R	-2	-	-	10	15	20	30
	-1	-	05	15	20	25	35
T	0	05	10	20	25	30	40
Y	1	10	15	25	30	35	45
P	2	15	20	30	35	40	50
E	3	20	25	35	40	45	55
	4	25	30	40	45	50	60
	5	30	35	45	50	55	65
	6	35	40	50	55	60	70
	7	40	45	55	60	65	75
	8	45	50	60	65	70	80
	9	50	55	65	70	75	85
	10	55	60	70	75	80	90
	11	60	65	75	80	85	95

Note: A roll of 01-05 is double damage on either table (roll two dice of damage).

Damage Done by Weapon Type

Type	Damage Done
Saturday Night Special	1-4 per round
Pistol	1-6 per round
Rifle	1-6 per round
Knife, Bola, Rock	1-4 per hit
Long Knife, Snapir	1-6 per hit
1/4 Staff, Chain, Darts	1-6 per hit
Malpo	1-6 on 1st turn; then an additional 1-4 turns each doing 1-6
Nun-Chuks, Disc-Rang	1-8
Talek	1-10

During any one combat round, only one attack may be made; if the weapon is an S.N.S., Pistol, Rifle, or any Technological Device of like nature, the user could empty the clip or any portion thereof into the creature during that round.

All Technological Weapons have a range. Next to each type is a maximum range; to find others:

1st 30% of Range	=	Short Range
31% to 60% of Range	=	Medium Range
61% to 90% of Range	=	Long Range
91% to 100% of Range	=	Extreme Range

Technological Devices Hit Probability Modifications
(Use in accordance with Hit Probabilities listed on previous page)

Range:		Target Movement:		Target Position:		Attacker Movement:	
Short	+15	None	+10	Open	+10	Normal	-05
Medium	+ 0	Normal	+ 0	Half Concealment	+ 0	Evasive	-20
Long	-10	Evasive	-15	Full Concealment	-15	None	+ 0
Extreme	-20	Charging	-05			Charging	-05

Note: After any hit with a Technological Device, roll %-dice: 01-15 = target is automatically killed. After any miss, roll %-dice: 01-05 = ricochet. Roll to see who is hit.

Normal Technological Devices

Type	Effect Area	#Rounds/ Clip	Time To Reload	Range (Maximum)
S.N.S.	1 target	4	1 turn	50"
Pistol	1 or 2 targets	8	1 turn	150"
Rifle	1 target	6	1 turn	1000"

HAND-TO-HAND COMBAT

Initiative: If both or neither of the combattants has a weapon, roll an eight-sided die and add WIT bonuses. If one has a weapon, give him a +3. Note: Technological Devices get automatic initiative.

Hit Probability:

Armor Type	Minimum Number Needed to Hit
-6	19
-5	18
-4	17
-3	16
-2	15
-1	14
0	13
1	12
2	11
3	10
4	9
5	8
6	7
7	6
8	5
9	4
10	3
11	2
12	1

Attacker roll of 20-sided die minus the defender's roll of a 8-sided die.

Soldiers add a +2 to their attack roll, and a +1 to their defense roll. Fly-Catchers add a +1 to their attack roll.

An attack roll of 20 is double damage if it hits. If not, count the twenty as a normal hit

Damage Potential:

Multiply level times strength
apply to the following table:

Level x Strength	Damage Done
03-10	1-2 (1 4-sided die divided by 2)
11-20	1-3 (1 6-sided die divided by 2)
21-45	1-4
46-75	1-6
76-95	1-8
96+	1-10

AT SEA

Combat at Sea is somewhat similar to combat on land; however, there are various differences. Very few ships actually have guns that can damage other ships, so the usual tactic is to grapple a ship and then have combat on the decks of the ship. To grapple, the two ships must be 2" or less apart from each other; there is a 35% chance to grapple and once grappled, there is only a 15% chance of breaking it. Once grappled, either ship may be boarded by the occupants of the other. Once combat on ship has started, treat as combat on land.

If the ship has guns it may then bombard the other ship until it sinks or has grappled the ship with guns.

For combat under water some very important rules must be observed: (1) No armor can be worn, (2) There are only three weapons which can be used under water: Harpoon Rifle, Trident, Net with Hooks, (3) At most without scuba gear, a man can stay under water for two minutes; if in combat, he can stay under water only 1 minute.

Underwater Hit Probabilities

Type	2 or less	3	4	5	6	7	8	9
Harpoon Rifle	+20	+20	+20	+20	+20	+20	+20	+20
Net w/hooks	Target must make saving throw or is hit							
Trident	+ 0	+05	+ 0	+05	+ 0	+05	+ 0	+ 0

ADVENTURERS ATTACKING

% chance to hit based upon Adventurer's level and Creature's armor type

		1-3	4-6	7-9	10-12	13-15	16+
A	0	-	05	10	20	25	45
R	1	-	10	15	25	30	50
M	2	05	15	20	30	35	55
O	3	10	20	25	35	40	60
R	4	15	25	30	40	45	65
	5	20	30	35	45	50	70
T	6	25	35	40	50	55	75
Y	7	30	40	45	55	60	80
P	8	35	45	50	60	65	85
E	9	40	50	55	65	70	90

CREATURES ATTACKING

% chance to hit based upon Creature's hit dice and Adventurer's armor type

A		To 1	1-2	3-4	5-7	8-9	10+
R	7	25	30	35	40	45	55
M	8	30	35	40	45	50	60
O	9	35	40	45	50	55	65
R	10	40	45	50	55	60	70
	11	45	50	55	60	65	75

T

Y

P

E

On either table a roll of 01-05 = Double Damage (roll two dice of damage)

Damage Done by Weapon Type

Type	Damage Done
Rifle Harpoon	1-6 per hit
Trident	1-8 per hit
Net with Hooks	1-4 + Target is hopelessly ensnared for 2-5 turns

Harpoon Rifles are Technological Devices:

Type	Effect Area	# Rounds/ Clip	Time to Reload	Range (Maximum)
Harpoon Rifle	1 Target	1 Rifle Harpoon	2 turns	50"

SHIP vs. SHIP COMBAT

The Combat Procedure is different when using ship to ship guns:

	RANGE			
TYPE	Less than 1/4	1/4 to 1/2	1/2 to 3/4	More than 3/4
2-18 pdr gun	7-11	8-10	9	7
24-50 pdr gun	7-11	8-10	9	7,10
Mortar	6-12	7-11	8-10	9
90mm-150mm gun	7-11	8-10	9	7,10,11

Score listed must be made on two eight-sided die to hit ship's area. Damage is distributed as follows: Roll %-die; number generated is damage done to ship. The remaining percentage is damage done to crew.

For every tenth hit a gunner makes, the roll of the die is altered by one in his favor.

IN THE AIR

Once a Flying Bird has been obtained, combat in the air may take place. Because of the 3-dimensional aspect, the following is required: For each combat round, each opponent will write down orders as to what he will do that turn. If after the maneuvers the two combattants are within 1" of each other, combat can occur. The only weapons effective in the air are the Air Trident, the Pistol and the Heavy Air Net. No armor may be worn while flying, but miscellaneous equipment may be carried. Note: Not only do the riders of the birds attack, but so do the birds.

Air Maneuvers

Straight Ahead: As speed of bird, but cannot go below 20% of the maximum speed possible.

Dives: Lose altitude equal to or less than total straight movement, and gain speed equal to altitude loss.

Climbs: Gain altitude equal to or less than total straight movement, and lose speed equal to altitude gain, but cannot go below 20% of maximum.

Turns: Turns may be made up to 135 degrees but will take up movement points:

45° = 1/4 of movement pt.s
90° = 1/2 of movement pt.s
135° = 3/4 of movement pt.s

Hit Probabilities	2 or less	3	4	5	6	7	8	9
Air Trident	-10	-05	-05	+0	+0	+0	+5	+10

Heavy Air Net: Target must make a saving throw or is hit.

Pistol: As Pistol*

For every hit with an Air Trident, there is a 35% chance that the rider of the opposing bird will be pulled off his bird.

* Count in all bonuses and divide hit probability by 2.

ADVENTURERS ATTACKING:

% chance to hit based upon Adventurer's level and Creature's Armor Type

		1-3	4-6	7-9	10-12	13-15	16+
A	0	-	10	15	25	35	55
R	1	05	15	20	30	40	60
M	2	10	20	25	35	45	65
O	3	15	25	30	40	50	70
R	4	20	30	35	45	55	75
	5	25	35	40	50	60	80
T	6	30	40	45	55	65	85
Y	7	35	45	50	60	70	90
P	8	40	50	55	65	75	95
E	9	45	55	60	70	80	100

CREATURES ATTACKING:

% chance to hit based upon Creature Hit Die and Adventurer's Armor Type

		to 1	1-2	3-4	5-7	8-9	10+
A	7	25	35	40	45	50	65
R	8	30	40	45	50	55	70
M	9	35	45	50	55	60	75
O	10	40	50	55	60	65	80
R	11	45	55	60	65	70	85

A roll of 01-05 on either table = Double Damage

An attacker may opt to attack either the rider of the bird; see table below:

For Bird: %-roll to hit part of Bird's body

Attacker Position	Head	L. Wing	R.Wing	Body	Tail	Legs
Top	01-25	26-45	46-65	66-95	96-100	--
Front	01-20	21-50	51-80	81-100	--	--
R.Side	01-15	--	16-50	51-90	91-95	96-100
L.Side	01-15	16-50	--	51-90	91-95	96-100
Rear	--	01-15	16-30	31-50	51-70	71-100
Below	01-05	6-20	21-35	36-65	66-80	81-100

A hit on the Rider is just that, but if one wing is hit, the bird's movement is cut by 1/4; if both, it is cut by 1/2. If one leg is hit, land movement is cut by 1/4; if both, by 1/2.

If a rider is thrown off his bird he falls to the ground, taking 1 die of 8-sided damage for every 2" fallen.

An Air Trident does 1-8 pt.s of damage.
A Pistol does 1-6 pt.s of damage.
A Heavy Air Net will send the target plummeting to the ground.

When attacked by a flying creature (and you are on the ground), the most effective weapon is piano wire. Each time the bird passes, there is a 15% chance that it will hit it (killing it or its rider). In combat the bird and rider get +2 on initiative.

HIRELINGS:

Every trading post will have facilities to advertise for hirelings. The following is the number available in a 35 mile radius. Note: A hireling will not serve an Adventurer who is lower in level than himself.

Type	Number Available and %-dice score needed				
Soldier	0	1	2-7	8-21	22-50
Level 1	1-30	31-40	41-60	61-90	91-100
Level 2-5	1-35	36-40	41-75	76-95	96-100
Level 6-10	1-50	51-80	81-99	100	--
Fly-Catcher	0	1	2-8	9-25	
Level 1	1-35	36-40	41-75	76-100	
Level 2-3	1-45	46-80	81-99	100	
Level 4-5	1-60	61-90	91-100	--	
Scientist	0	1	2-7	8-15	
Level 1	1-45	46-80	81-99	100	
Level 2	1-60	61-90	91-100	--	
Level 3-4	1-70	71-100	--	--	

Note: Cyborgs and Psychics will not hire out to any less than the 7th level. Advertising for any Hireling costs 100-600 rupniks per week per Hireling.

In addition to the Trading Post-type of Hireling, large cities also have certain specialists. Their success shall be subjunctive to the Referee based upon circumstances. These special hirelings seek employment only 20% of the time.

Salaries

Assassin	1500r per mission
Spy	1250r per mission
Sage	1750r per question
Alchemist	1050r per chemical
Engineer	100r per month
Armor Maker	500r per month
Taskmaster	750r per month
Soldier	Level times %-dice per month
Fly-Catcher	Level times %-dice per two weeks
Scientist	Level times %-dice per week

It is also possible for hirelings to have acquired treasure on a previous journey. For each, roll %-dice; to determine percentage, multiply level times 5% for soldiers, level times 10% for fly-catchers, and level times 15% for scientists.

Hireling Morale	Level				
%-Loss of hit pt.s	1-3	4-6	7-9	10-12	13+
50%	7	6	4	3	1
65%	8	7	5	4	2
75%	9	8	6	5	4
90%	11	9	7	6	5

Total score made by 12-sided die must equal or exceed number listed or hireling will check Morale and "advance toward the rear" without stopping.

EXPERIENCE

Adventurers go up levels by gaining experience. They are gained in two ways: (1) by killing creatures or (2) by finding treasure. For Treasure, it is one experience pt. per rupnik found, divided by the number of people finding it. For killing creatures, as shown below, divided by the number of people witnessing the event.

Creature's Hit Die	Experience Pt.s
1/2	1
1-1	2
1	3
1+1	5
2	15
2+1	20
3	30
3+1	50
4	60
4+1	110
5	170
5+1	220
6	390
6+1	440
7	830
7+1	880
8	1710
8+1	1760
9	3470
9+1	3520
10	6990
Above 10	7040

Bonuses to Experience pt.s

Prime Requisite	Bonus
3-5	-25%
6-8	-20%
9-11	-10%
12-15	Normal
16-18	+05%
19-21	+10%
22-24	+20%

SAVING THROWS:

When an adventurer is exposed to various attacks he must make a saving throw. It represents his ability to dodge a special attack or the ability of his body to ward off poison, etc.

Type	Level	Poison	Psychic Power	Tech. Device	Creature Projectile
Soldier	1-3	13	15	14	12
	4-6	11	13	12	10
	7-9	09	11	10	08
	10-12	07	09	08	06
	13+	05	07	06	04
Fly-catcher	1-4	14	12	15	13
	5-8	12	10	13	11
	9-10	10	08	11	09
	11+	08	06	09	07
Scien-tist	1-5	15	14	13	16
	6-10	13	12	11	14
	11-15	11	10	09	12
	16+	09	08	07	10

Saving throws are made on 20-sided die. Creatures also get saving throws. Count each hit die as one level and use the soldier column. A saving throw not made is full damage taken. For Poison and Psychic Power, a saving throw made is no damage. For Tech. Device and Creature Projectile, a saving throw made is one-half effect.

HEALING DAMAGE:

Damage done by creatures will begin to heal the next day at the rate of one point per day, providing the party inflicted does not move or fight during that entire day; if he does, there is no healing.

ADVENTURER'S RECORD:

A record should be kept listing the basic abilities, professional skills, equipment carried, and all other information pertaining to the Adventurer. a sample:

NAME: Sargo SEX: Male PROFESSION: Soldier
Level 1

STR 22 (+05%/+05%/6350/1-3) Armor Class: 4
INT 10
WIT 12
DEX 15
CON 12
PER 13

Exp. Pt.s	Rupniks	Enc./Move
Ø	~~200~~ 46	1900r/12"

Equipment: Talek B.P.V. (-5) Back Pack
1 Wk. Food
1 Wk. Water w/skins

CREATURE REACTIONS:

When any creature is met, its reactions are checked by rolling %-dice and using the following table:

01-15	Immediately attacks
16-30	Hostile but presently non-violent
31-40	Fairly hostile; suspicious
41-60	Neutral, not concerned
61-75	Friendly
65-90	Very friendly, offers aid
91-100	Extremely friendly; will help in any way possible

An Adventurer's personality enters the roll only if that person is the first person to be seen by the Creature.

Bonuses to Creature Reaction	First Roll Only
Military	-20
Salnal	-30
Angldoom	Consant 50 due to lack of free mind
Other Undead	-4% for each hit die
Automations	50% initially
Fly	-3% for each hit die

After initial roll, roll every third turn for new reaction but subtract 50 and add the number to the previous roll. This will stop radical changes in reactions.

CREATURE MORALE:

When a percentage of a creature's party has been killed, the remainder must make a morale check. Morale checks are made on 12-sided dice. Failure to make score or above indicates the creatures are retreating (running).

	Hit Die					
	1	2-3	4-5	6-7	8-9	10+
% Killed						
45%	5	4	3	2	1	1
60%	6	5	4	3	2	1
75%	7	6	5	4	3	1
85%	9	8	7	6	4	2
90%	11	10	9	8	6	4

CREATURE REFERENCE CHARTS:

Explanation

Type	=	Type of Creature
N.A.	=	Number Appearing
Armor Type	=	Armor Type
Move	=	Movement of Creature in Inches
Hit Die	=	Number of Hit Die Creature Has
T.P.	=	Treasure on person of the Creature
%-Lair	=	Percentage for Creature to be Lair
L.N.A.	=	Number of Creatures Appearing in Lair
T.L.	=	Treaure to be in Lair

The number listed for N.A. is based upon the relative bravery of the Creature and its relative strength. If you wish a more even battle, with calculator use the following formula:

Multiply the Adventurer's basic % chance to hit times the total number of adventurers times the total player hit points times the total weapons' damage number (converted)

Divided by:

Nine times Creature Hit Die times its basic percentage chance to hit times its converted damage number

Equals:

The number of Creatures appearing squared (taking the square root of that number provides the fairest fight possible).

To determine the converted damage done:

Damage Done	Converted Number
1-4	2.5
1-6	3.5
1-8	4.5
1-10	5.5
1-12	6.5

To get other conversions, add the lowest and highest possible damage and divide by 2.

CREATURES ON LAND (Treasure listed is Land Treasure)

Type	N.A.	Armor Type	Move	Hit Die	T.P.	%-Lair	L.N.A.	T.L.
Men								
Agents	2-8	2	15	6	10:J	20:	6-16	15:K
Bandits	10-100	4	12	2-1	15:E	10:	20-200	20:F
Gamblers	20-160	8	12	2-1	20:B	05:	40-240	25:D
Mafioso	10-40	4	12	3+1	15:I	20:	20-80	15:F
Military	4-40	3	12	2	15:F	20:	8-80	20:G
Nomads	5-50	5	12	1+2	15:E	25:	10-100	15:F
Panhandlers	2-6	9	9	3-1	30:A	25:	2-8	35:E
Politicians	8-160	6	18	3	05:C	15:	20-200	20:I
Renegades	30-300	7	12	1+1	15:E	05:	40-400	15:F
Royal Ones	2-12	0	36	7+7	25:I	50:	4-24	30:J
Scavengers	1-10	8	9	1/2	--	--	--	--
Scientists	2-8	9	12	2	25:G	35:	4-16	30:H
Traders	20-200	9	12	2-1	15:E	20:	Trading	Post
True Ones	2-16	2	24	6+6	5:H	10:	4-32	10:I
Non-H								
Apenu	2-8	9	36	1/2	--	--	--	--
Chimho	2-8	8	24	2+1	--	--	--	--
Duplits	10-20	4	9	3+1	--	--	--	--
Ke	1-4	0	2	5	--	--	--	--
Ki	1-4	2	3	4+1	--	--	--	--
Paccols	2-6	0	15	9	--	--	--	--
Reakles	20-160	9	15	1	--	--	--	--
Regik	1-4	4	6	4	--	--	--	--
Salnal	1-4	6	12	2+2	--	--	--	--
Simul	3-8	6	12	2-1	--	--	--	--
Snets	3-36	8	12	2-1	--	--	--	--
Und								
Angldoom	1	7	12	2+1	--	--	--	--
Biale	1-8	4	12	7+2	40:C	25:	8-32	45:D
Brold	1-8	4	9	4	20:H	20:	4-12	25:G
Dalek	4-40	7	12	4	30:B	25:	20-200	35:C
Disak	20-200	8	12	1+1	25:A	30:	30-300	25:B
Eloi	30-300	9	9	1	20:A	30:	40-400	25:B
Engsvalu	1-6	4	12	8+1	45:C	20:	4-16	25:D
Krans	2-4	3	15	6-1	25:E	20:	4-8	25:F
Lapenfrips	4-8	5	18	5	15:J	05:	6-12	20:K
Nie	1-4	4	12	9-1	20:D	15:	2-8	25:E
Pongalu	2-20	5	12	6+2	30:C	25:	1-100	25:D
Psii	1-10	5	12	7+1	35:D	30:	1-100	25:E
Raku	3-300	9	9	1-1	--	15:	40-400	--
Ropps	2-40	8	18	2	10:F	05:	4-80	20:H
Rin-Kinu	20-200	7	12	2	30:A	30:	30-300	35:B
Tabelmocs	1-10	7	15	3+1	20:C	10:	2-16	20:E
Valu	3-30	6	15	5+3	35:B	25:	4-48	35:C

Type	N.A.	Armor Type	Move	Hit Die	T.P.	%-Lair	L.N.A.	T.L.
Walni	1-100	8	12	2+2	20:B	25:	2-200	25:C
Suu	1-100	7	12	3	25:B	25:	20-200	25:E
The Yolmi	1	0	15	10	50:E	15:	1	75:G
Anml								
Carmid	4-164-16	8	12	2	10:B	15:	5-20	20:B
Galic	2-8	4	9	3+2	20:B	10:	4-16	25:C
Hobnob	1	2	15	7	50:E	--	--	--
Kuruka	10-200	8	3	1-1	5:C	35:	20-400	10:C
Rack	30-300	7	12	1	5:A	--	--	--
Sakna	10-60	7	48	1-1/2	13:D	--	--	--
Salgoind	4-16	5	12	2+2	10:E	--	--	--
Salisbury	5-20	6	6	2	15:B	15:	10-40	15:C
Sanla	3-12	5	9	3+1	25:A	20:	6-24	25:B
Taekic	1-4	4	48	5	20:H	05:	2-8	30:H
Taunu	6-24	6	9	1+1	10:A	65:	12-48	15:B
Tensork	2-6	2	6	5	15:E	10:	6-24	20:D
Thua	2-8	5	9	2+1	10:C	20:	4-16	25:F
Whoolam	4-16	4	20	6+1	--	--	--	--
Sildrap	1-6	7	9	4	35:D	25:	2-12	20:E
Auto								
Algor II	1	0	24	15	10:K	--	--	--
Coba	1	1	30	8-1	--	--	--	--
H1 432	1	4	15	7	--	--	--	--
H2 324	1	4	10	8	--	--	--	--
H3 243	1	3	12	9	--	--	--	--
H4 234	1	2	18	10	--	--	--	--
MK III	1	5	30	5	--	--	--	--
Omegacron	1	1	24	10	10:K	--	--	--
Ligamen	10-20	4	18	4+1	--	--	--	--
KL IV	1	5	6	6	--	--	--	--
Manhunter	2	1	15	8+1	--	--	--	--
Spectra	1	4	12	6	--	--	--	--
Elgren	1-5	3	24	5-1	--	--	--	--
Fly								
Bilps	6-24	5	20	2	25:H	20:	12-48	25:I
Brogs	30-300	6	12	1/2	--	10:	40-400	--
Chacles	1-20	4	20	5	20:B	25:	8-80	20:C
Completines	8-32	4	25	5	25:C	50:	4-40	30:D
Defors	1-100	5	20	1+1	15:A	25:	1-100	20:B
Fuules	20-200	6	30	1	--	15:	30-300	05:A
Hrasals	40-400	8	24	1/2	--	15:	40-400	--
Marpacks	5-20	5	20	3+1	10:G	10:	10-40	25:G
Skelts	2-8 (Even)	7	18	3	15:D	20:	12 (Even)	25:F
Tethres	4-16	2	24	6+3	--	75:	8-32	--
Xorbs	1-4	9	6	2-1/2	50:D	70:	2-8	75:E
Yangs	30-300	8	24	1	--	25:	30-300	--
Zilliers	40-400	8	20	1/4	--	8:	60-600	--

Damage Done by Creature Type

Type	Attacks	Damage Done
Men Agents	Openhanded or 2 pistols	1-8 or 2 pistols
Bandits	Chain	1-6
Gamblers	Openhanded	1-4
Mafioso	Openhanded or Darts	1-6 or 1-6
Military	Nun-Chuks	1-8
Nomads	Openhanded	1-6
Panhandlers	Openhanded or Rifle	1-6 or Rifle
Politicians	Openhanded	1-4
Renegades	Sling	1-4
Royal Ones	Talek	1-10
Scavengers	Openhanded	1-4
Scientists	Openhanded	1-4
Traders	Chain	1-6
True Ones	Non-Chuks	1-8
Non H Apenu	Bite	1-4
Chimho	Stomp	1-6
Duplits	Touch	1-6
Ke	Quik-Glue + Lightning	1-6 + 50% chance of 1-20 (no Saving Throw)
Ki	Acid	1-10
Paccols	Smother	1-12
Reakles	Bite	1-4
Regik	Kick	1-8
Salnal	Bite	1-6
Simul	Bite	1-8
Snet	Bite	1-4
Und Angldoom	Bite + 3 Doomspores	1-6 + Death (Saving Throw applies)
Biale	Sabre	1-6
Brold	Touch + Traps	1-6 + 1-2
Dalek	Bite	1-8
Disak	Bite	1-10
Eloi	Openhanded + Light	1-4 + 1-4
Engsvalu	Bite	1-100
Krans	Bite + Gas	1-8 + Levitate (Saving Throw applies)
Lapenfrips	Butting + Gas	1-8 + Knockout (Saving Throw applies)
Nie	Bite + Scream	1-6 + 1-8
Pongalu	Tree	1-12
Psii	Bite + Breath	1-10 + 1-20
Raku	Bite	1-4
Ropps	Bite + 2 Horns	1-4 + 2 (1-8)
Rin-Kinu	8 Arms + 2 Horns	8(1-6) + 2(1-4)
Tabelmocs	Bite + 8 Knives	1-4 + 8(1-4)
Valu	2 Pinchers + Bite	2(1-10) + 1-20

Walni	Drop	1-20
Suu	3 Heads	3(1-8)
The Yolmi	Long 1/4 Staff	1-12
Anml Carmid	Touch + 5 Blobs	1-6 + 5(1-4)
Galic	Handshake	1-8
Hobnob	Self-Destruct	1-10 (Saving Throw applies)
Kuruka	Quills (Poison)	1-6 + Death
Rack	Leaves	1-4
Sakna	2 Claws + Bite	1-4 (Saving Throw applies)
Salgoind	Bite + Poison, Sleeping Gas	1-3 + Death
Salisbury	Boulder	1-6
Sanla	Bite	1-4
Sildrap	Bite + 3 Sand Pipes	1-10 + 3(1-12)
Taekic	Bite + Micro-Laser	1-6 + Micro-Laser
Taunu	Horns	1-8
Tensork	Crush	1-8
Thua	Bite + 9 Blood Drain Tubes	1-4 + 9(1-2)
Whoolam	Strangle	1-12
Auto Algor II	Crush + Phaser + M-Laser	1-20 + M-1 + 2(F-L)
Coba	Special Laser	Dissolve Weapons
Elgren	Slash	1-12
H1 432	Openhanded	1-12
H2 324	Openhanded + 2 Microlasers	1-12 + 2(M-L)
H3 243	Openhanded + Knives	1-12 + 1-6
H4 234	Openhanded + 2 HMGs	1-12 + 2(HMG)
KL IV	Openhanded	1-12
Ligamen	Bite + Tear Gas	1-8 + 1-6 (Saving Throw applies)
MK III	Crush	1-12
Manhunter	Openhanded + HMG + BZKA	1-12 + HMG + Bazooka
Omegacron	Phaser + 2 Sub-MG	Phaser + 2(sub-MG)
Spectra	Special	1-8 per Adventurer
Fly Blips	Bite + Magnetic Pull	1-6 + Special (Saving Throw applies)
Brogs	Bite (Poison)	1 + Death
Chacles	Bite	1-4
Completines	Electricity + Eyes	1-3 + 45% chance of 2(1-6)
Defors	Bite	1-2
Fuules	2 Claws	2(1-2)
Hrasels	Eggs + Gas	25(1-2) + 1-4
Marpacks	Bite + Gas	1-6 + Stun
Skelts	Bite + Special	1-4 + Special
Tethres	Bite + Snapir	1-6 + 1-6
Xorbs	Bite	1-4
Yangs	--	--
Zilliers	Bite	1

CREATURES AT SEA (Treasure listed is Sea Treasure)

Type	B.A.	Armor Type	Move	Hit Die	T.P.	%-Lair	L.N.A.	T.L.
Barchel	2-20	5	18	4+1	15:F	20:	4-40	25:G
Baze	8-48	5	20	4	30:A	40:	15-60	55:B
Bogren	2-8	4	4	5	05:E	25:	3-18	15:C
Burb	1-2	1	9	10	05:B	05:	1-3	05:F
Cremb	1	2	24	7+1	--	--	--	--
Coh	3-60	9	12	1+1	05:F	25:	10-120	15:G
Derti	5-20	5	24	3	15:D	35:	10-40	25:C
Drupt	2-5	3	10	8	45:F	15:	2-6	50:I
Fipten	4-16	4	18	5	25:C	10:	10-30	30:E
Gorlam	1-20	9	6	2-1	15:J	10:	2-40	20:H
Grems	5-30	5	20	4	05:C	30:	10-60	10:D
Guarp	2-12	8	15	4-1	15:F	05:	5-20	20:G
Kark	3-12	6	18	2	10:F	20:	6-24	15:B
Korple	3-30	8	30	4+1	05:A	35:	5-50	10:E
Labeers	2-8	4	18	5+1	10:B	30:	3-18	15:F
Nemet	10-30	9	18	2	15:B	40:	10-60	20:C
Oquil	5-50	6	12	2+1	10:H	05:	8-80	15:E
Pocmetes	1-3	1	6	7	50:K	35:	1-6	55:J
Pnarg	2-6	1	10	8-1	30:F	05:	4-12	30:K
Prang	3-18	5	12	4	30:C	05:	10-30	35:C
Purf	1-3	2	9	5	20:F	15:	1-5	25:C
Sifilpar	10-100	4	9	4	20:A	25:	20-160	25:A
Smar	1-2	1	18	8	40:J	15:	1-4	45:J
Sohtre	10-60	8	9	1+1	20:C	30:	20-120	30:A
Submark	1	2	20	7	--	--	--	--
Tarl	1	0	15	9	--	--	--	--
Tering	3-18	4	15	5-1	25:F	20:	6-24	30:D
Thrit	2-8	2	12	6	20:F	05:	3-12	20:K
Tonp	4-16	6	15	4+1	25:I	15:	5-30	30:A
Uniroc	1-6	3	12	6-1	05:A	10:	1-12	10:B
Welg	1-20	7	15	3	05:I	15:	2-40	10:F
Yinks	1-12	5	20	3	25:G	10:	1-20	30:I
Yning	2-20	7	20	3	05:E	40:	10-40	10:D
Zraty	1-10	6	16	6	25:F	10:	1-20	25:B

Damage Done by Creature Type

Type	Attack	Damage Done
Barchel	Bite + 2 Horns	1-6 + 2(1-2)
Baze	Bite + Projectile	1-6 + 1-6
Bogren	Touch + Spores	1-8 + 2 Days' Sleep
Burb	Fire	1-20
Cremb	Openhanded + Speargun	1-10 + 1-8
Coh	Bite + Sting	1-4 + Poison (Saving Throw applies)
Derti	Bite + Snout	1-6 + 1-10
Drupt	Bite + Drop	1-12 + Instant Capsizement
Fipten	Bite + Hypnosis	1-4 + Paralysis
Gorlam	Bite + Psychic Power	1-4 + Atk. Mind
Grems	Bite	1-8
Guarp	Bite + Fireball	1-2 + 1-20
Kark	Bite + 10-25 Darts	1-6 + 10-25 (1-6)
Korple	Touch	1-10
Labeers	Tail	Special
Nemet	Bite + Scream	1-4 + 3 Day Deafness
Oquil	Bite + Acid	1-8 + 1-10
Pocmetes	Bite + 5 Discs	1-8 + 5(1-12)
Pnarg	Squeeze + Suction	1-12 + Ship 1/2 Movement
Prang	Bite + Breath	1-8 + Ship Freeze
Purf	Bite + 12 Arms	1-8 + 12(1-6)
Sifilpar	Bite	1-6
Smar	Ram	1-20
Sohtre	Bite + Water	1-6 + Special
Submark	Torpedo (Mini)	1-12
Tarl	Ram + 2 Underwater Bazookas	1-20 + 2(Bazooka)
Tering	Bite	1-8
Thrit	Ram + Tail	1-8 + 1-10
Tonp	Bite + Bands	1-8 + Special
Uniroc	Bite + Spear	1-8 + 1-10
Welg	Spurs (2) (Poison)	2(1-4) + Death (Saving Throw applies)
Yinks	Cloud	1-6
Yning	9 Explosive Barbs	9(1-12)
Zraty	Bite + Weight	1-12 + Capsizement

CREATURES IN THE AIR (Treasure listed is Air Treasure)

Type	N.A.	Armor Type	Move	Hit Die	T.P.	%-Lair	L.N.A.	T.L.
Aeni	1-12	8	50	3	20:G	25:	1-20	25:G
Alaab	1	1	75	8-2	--	--	--	--
Aliflids	2-6	4	51	3	15:G	10:	4-12	15:I
Bonb	2-4	4	59	5	25:H	15:	1-10	25:I
Calgrit	6-48	5	71	4+2	30:I	05:	8-80	35:C
Caser	1-3	1	72	6	--	--	--	--
Dealk	3-18	7	74	4	05:G	25:	6-36	10:J
Deleng	5-30	7	52	2	--	--	--	--
Doop	1	2	79	6+1	--	--	--	--
Drign	1-10	3	65	5	50:D	30:	2-20	55:C
Drung	20-200	9	48	1/2	--	--	--	--
Eebs	2-6	3	69	5+1	20:H	05:	4-16	25:G
Famm	1	1	70	8+1	--	--	--	--
Filg	2-16	8	53	2+1	05:K	10:	4-32	10:H
Gilp	4-40	4	32	3	15:G	40:	8-80	15:G
Hipid	4-12	3	83	5+1	20:J	40:	10-20	20:K
Hitel	6-24	8	35	2+1	10:B	25:	10-40	10:E
Krip	1	2	53	6	--	--	--	--
Larng	1-8	6	48	1+2	15:C	30:	2-12	20:D
Lreb	2-8	4	38	4-2	05:H	10:	6-12	10:G
Merkle	1-2	2	84	7-2	40:K	10:	1-6	55:K
Nugg	6-12	8	57	2+1	20:B	15:	10-20	30:C
Oput	3-24	7	45	3+1	15:J	20:	5-50	20:K
Pakelf	2-12	5	85	6-2	25:F	10:	6-24	30:B
Parsep	1-8	9	45	3-2	10:I	05:	2-12	15:K
Pfuten	2-12	2	90	5-1	--	--	--	--
Phram	1-6	5	61	5	15:H	10:	2-8	--
Puccu	10-100	7	45	1+2	10:H	20:	20-160	20:H
Raif	1-100	9	66	1	05:B	45:	2-200	05:A
Shapo	4-24	7	63	2+2	05:F	35:	6-42	10:B
Srabe	5-100	6	60	2-1	05:I	30:	10-120	05:E
Tanana	4-16	5	58	4	30:J	15:	10-30	35:H
Tasem	2-8	3	84	7-2	20:G	40:	4-12	15:K
Terric	1	0	43	9	--	--	--	--
Ulobe	2-20	6	59	4-1	20:E	15:	6-36	30:E
Zenz	1-4	3	53	5+1	35:B	05:	2-8	45:A

Damage Done by Creature Type

Type	Attack	Damage Done
Aeni	Bite + Shock Wave	1-4 + 1-6
Alaab	Openhanded + 2 F-L	1-10 + 2(F-L) + 2(M-L)
Aliflids	Bite + Scream	1-6 + Special
Bonb	Bite + 3 Contact Bombs	1-6 + 3(1-20)
Calgrit	Bite + Stones	1-6 + 1-8
Caser	Contact	1-10
Dealk	Bite + 2 Wings	1-4 + 2(1-6)
Deleng	Bite	1-6
Doop	Openhanded + Micro-Laser	1-10 + M-L
Drign	Bite + Debris	1-8 + 1-10
Drung	Contact	1-2
Eebs	Bite	1-8
Famm	Choke or Hit	1-12
Filg	Bite + 3-18 Darts	1-4 + 3-18(1-6)
Gilp	2 Claws + Darts (Poison)	2(1-4) + 1-6(Poison)
Hipid	Bite	1-8
Hitel	Bite	1-8
Krip	Openhanded + BZKA + 2 Sub-MG	1-10 + 2(Sub-MG)
Larng	Bite + Acid	1-4 + 1-10
Lreb	Contact	Sleep
Merkle	Bite + 1-3 Thunderbolts	1-8 + 1-3(1-20)
Nugg	Contact + Light	1-6 + 3 turn Blindness
Oput	Ropes	1-4
Pakelf	Swallow	1-10
Parsep	Openhanded + SNS	1-4 + SNS (Saturday Night Special)
Pfuten	Sword Action	1-10
Phram	Bite + Flamethrower	1-8 + Flamethrower
Puccu	Bite + Tongue	1-4 + 1-8
Raif	Bite + Spores	1-4 + Warts
Shapo	Bite + Heat Ray	1-6 + Special
Srabe	Bite + Claws	1-6 + 2(1-4)
Tanana	Bite + Slashing Feathers	1-6 + 1-10
Tasem	Bite	1-8
Terric	Openhanded + Phaser + F-L + 2 HMG	1-12 + F-L + 2(HMG)
Ulobe	Ram	1-6
Zenz	Bite + Depression Beam	1-8 + Special

CREATURE DESCRIPTIONS:

On Land

Men

Agents: Men who wear overcoats and low hats. They are forever followed by fog (-10 hit prob.). They speak in hushed tones and endeavor to sell "secrets" (Technological Devices). The prices they ask are high; 65% of the time the item does not work, etc. They are handy with their dual pistols.

Bandits: A type of elite renegade. Need strong leadership and when singled out will easily defect. If surprised they fight at a +10%. If found in their lair, they will automatically attack at a +15%

Gamblers: Gaudily dressed, they invite Adventurers to play with them in obviously crooked games for high stakes. If refused, they will attack 45% of the time. They are also quite adept at passing phony rupniks, etc.

Mafioso: Grim-looking men who dress circa 1950. All carry violin cases that contain clarinets. Upon presenting one of their songs, they blow through special tube where poison darts are encased. They demand a "piece of the action" and if they do not get it will instantly attack the leader of the party.

Military: Extremely fierce and regulatory. They "go by the book" which, unfortunately is "Mein Kampf." This inspires them to be very nasty; they usually strike upon sight. They kill for the sport of killing and do not need compensation. If hungry, they will feast upon stolen food or roasted man, whichever is available. Usually storekeepers give them food.

Nomads: Unless they want some religious item (anything will suffice), they are quite harmless. If someone has such an item, they will fight to the death to obtain it. They resemble medieval friars and speak in tongue similar to olde English.

Panhandlers: Grizzled anachronisms who are bent on finding rupniks. They are always suspicious you might jump their claim. They carry a rifle for their protection as well as their gold. Because of plentiful practice with it, they get a +15%.

Politicians: Groups of rhetoric spouting men. They are quite long-winded and become angry if one does not listen for at least a day to their ravings. After one such day, there is a 10% chance that at least one Adventurer will follow them as active campaign supporters and propaganda men.

Renegades: Groups of disorderly men whose sole goal in life is to plunder. They are easy to frighten, with a -4 on morale dice. They fight with slings made of human skin and usually if outnumbered will surrender and ask to be given mercy.

Royal Ones: Obsessed with their pure blood, these descendants of ancient kings are sufferers of hemophilia. At first they appear overly pompous (even for a king), and will order people around. If, however, their health is threatened, they will either fight 35% of the time or surrender 65% of the time. When they do fight, after 5 pt.s of damage they will check morale because of their bleeding.

Scavengers: These men are never met but are faultless trackers of Adventurers. They clean up all they leave behind and are never seen. They attack only when odds are at least 5 to 1 in their favor. Sometimes they will be so bold (10% chance per day) they will venture into the Adventurer's camp at night and steal 1-10 items. Give them a 15% chance of being caught; if caught, they will run away to a safe distance.

Scientists: These men's lives revolve around experiments. They will stop at nothing to get a guinea pig, including human. They will always have something to test, and 60% of the time it is quite fatal.

Traders: Out to make a quick rupnik, they are highly resourceful. They rely on trickery rather than strength. Occasionally if a party of Adventurers looks naive (Referee's option), they will attempt to sell the entire Wilderness to the party at very reasonable prices.

True Ones: Super-Soldiers who never check morale. They are extremely chivalrous and think of themselves as Knights in shining armor. They will challenge anyone they do not know and they never take "no" for an answer. If they get a "no" they attack immediately.

Non-Human

Apenu: Gorilla-furred creatures who have no teeth. Their only purpose in life is to get one of their legs behind their neck. To do this they feel they need experience in watching others do it. Every time they meet Adventurers they force them to thus perform and the Adventurer usually ends up with a broken neck and back.

Chimho: They have three arms; one foot. They are huge and try to stomp on things. They will flee, however, if their furry ears are set on fire or if their toes become icy. They are quite temperamental and usually want things their own way.

Duplits: They have no known shape since they are covered with skin that has reflective qualities. Thus, if they are encountered, they appear as a party of Adventurers. Once hit, however, their blood negates the reflective qualities of the skin and they appear to be a "blob."

Ke: Creatures with a horrible disposition who spit quik-glue which roots one to the ground and attracts lightning half the time. If asked what the substance is, they will reply it is merely tree sap and conclude in laughter.

Ki: Akin to the Ke, these creatures spit caustic acid up to a range of 20". When asked what the substance is, they will laugh and say that it is in the imagination. Only the most gauche of Adventurers will be fooled, however, because the substance smells strongly of sulphur.

Paccols: Columns of mud which are unaffected by bullets. They grab unsuspecting Adventurers and take them off as slaves to work in lush areas of grassland. They will only be noticed about 1/12th of the time and because of their unusual form will get automatic initiative on the first round.

Reakles: These moth-brained, ostrich-like creatures are incredibly stupid. In fact, when attacked they feel they must have been naughty; otherwise, why would they be attacked. Consequently they kill themselves. If simply spoken to, they will break off their leg as "punishment."

Regik: These creatures used to be Used Car Salesmen. Any one they encounter will be subject to a long sales pitch and unless the prospect buys a totally worthless car for over 6,000 rupniks, the Regik will go mad, singing meaningless songs and kick the prospect in the head.

Salnal: A Salnal is a large, clustered eye using thin stalks to support itself. The eyes have a hypnotic effect causing the victim to commit suicide unless he makes his saving throw. The Salnal hates men and hates light, although it can endure quite well.

Simul: These are fish with feet. They are eager to please and will instantly change appearance to anything the Adventurer is thinking of. Alas, when touched, they revert.

Snets: These mole-like creatures believe that weapons are in direct conflict with the teachings of their lord and master, Diss. They will fight to the death to disarm you.

Undead

Angldoom: A human zombie controlled by the Yolmi. Its main weapon is the doom-spores it sprays from its head and both wings. The Yolmi has absolute control over an Angldoom but can only control one at a time. His control range is one mile. If he loses control, they will fly to the ground and burrow downwards -- never to be seen again! Only flame can affect these monsters but they regenerate five points per combat round; in effect they cannot be killed unless disrupted.

Biale: Shaped like leaves. When they see anything man-like, a sabre blade emerges from their body and they attack. As they attack they sing catchy little tunes that take the Adventurers' minds off the attack and make them more vulnerable.

Brold: Resembles a pulsing brain. It sloshes along the ground and is able to burrow quickly under the paths of the Adventurers and create underground traps an entire party will fall into 35% of the time.

Dalek: Giant creatures that open their mouths and let food walk in. Unfortunately for them, their size gives them away every time. Even the most naive of Adventurer could see that it is not a cave since a large body wearing a flourescent green tunic is attached to it.

Disak: Flying frogs with sharp teeth. They go for the throat and on a roll of 01-20 on %-dice, they slash the jugular vein (instant death). One can easily discern they are not frogs because they have two 1-1/2 fangs protruding from their mouth.

Eloi: These men have implants which soak up the sun. At night the light is released to blind opponents and allows a good escape for the partially night-blind Eloi. They are quite mad and will talk about wild parties which never took place and yet they will always refer to them as though the Adventurers were there.

Engsvalu: Very large creatures who, when they sense an Adventurer is approaching, will sit down and open their mouth. The inside of the mouth is identical to a tavern. The tongue is the bartender,; the tonsils appear to be a juke box, etc. Once the Adventurer is inside, the Engsvalu will close his jaws and the saliva will deal damage to the Adventurer.

Krans: This creature is jackal-like with a horn. On the tip of the horn there is a device which produces a gas which can levitate Adventurers into the air to the tree tops, but it can levitate only one at a time and has to prepare itself one turn before.

Lapenfrips: These are similar to floating boars' heads; when approached they foam at the mouth in tremendous volume so as to create a bubbily flood of foam which reacts with the ground to form a sea of shimmering knockout gas that lasts for two turns. It takes one turn for the gas to reach potent state.

Nie: Furred creatures that scream in pitches so high the head of an opponent will catch on fire. There are only two ways to put out the fire. Extinguishing should be done quickly for the damage listed for the scream will be done every turn the head is on fire. Remedy: (1) Kill the Nie or (2) Silence it.

Pongalu: Reptilian creatures that carry trees with their tails. They are able to throw them at any who are not of the undead class. Occasionally when their reaction is above 85% they will merely say they are foresters and are replanting a forest some 20 miles away.

Psii: Creatures whose breath interacts with the atmosphere to produce a fire-breathing appearance. Their sole purpose in life is to melt rupniks onto rocks.

Raku: Creatures resembling squirrels. When annoyed, they grow 4-inch fangs and shift into a half phase, giving them +10% protection. When not sleeping or attacking, they busy themselves by doing jobs such as cleaning rifles, loading pistols and pulling the pins on hand grenades.

Ropps: These small, three-foot deer have horns that detach and attack. The horns are thorny and the deer are bone-plated. With a creature reaction roll of 92%+, they will serve as faithful steeds for one month but after that the Referee must roll 92%+ or they will fight to the death against the rider.

Rin-Kinu: A small creature resembling a shriveled, old and lifeless jellyfish. If stepped on, they will mutilate the leg with eight sharp arms and two nasty horns. The Yolmi uses them for door mats.

Tabelmocs: These are notorious torso hunters who stop at absolutely nothing to get fresh specimens. Their main weapon of attack is an eight finger-like cutting instrument. They resemble a cross between a bat and man, but do not fly.

Valu: A half-man, half-beetle creature, they have incredibly powerful jaws but many structural defects, i.e., they cannot close their pinchers unless all ten eyes face forward. Occasionally they burrow partly under ground and face toward the path; they will then keep all ten eyes facing forward and wait for something to come into view.

Walni: An 800 pound deadweight that perches in trees and other lofty areas and then drops on passersby. To see if this creature hits, have the Adventurer make a saving throw vs. creature projectile. If he is wearing a helmet, give him a +1; if he is wearing an extra-sturdy helmet, give him a +2. If the Walni misses, its fragile body smashes into a Walni-Bar. This rare sweet is worth 300r on the common market, and if you have one, it is +15% on creature reaction.

Suu: Stony creatures with three long rubbery necks with a head attached to each. They lash these around with tremendous force and speed, causing utter damage.

The Yolmi (Cronk): This strung-out man was once a leading news commentator before he found immortality through drugs. He is quite charismatic. He re-generates 7 pt.s per combat round so he can only be killed by disruption. He has a saving throw of 5 regardless of any situation. If he does not make his saving throw, he takes only half damage.

Animals

Carmid: The Carmid shoots blobs of sticky substance that gets into the breathing passages and, in effect, suffocates the attacked. The Carmid resembles a shimmering mound of gelatin. It works as a collective intelligence; bullets only do 1/2 damage against it.

Galic: Resourceful and cunning, they enjoy shaking hands. In fact, they shake hands so hard, that the Adventurer's entire arm will come off. The Galic will then immediately start laughing and the laughter causes the Adventurer's arm and hand to go for his own throat. Stopping the Galic from laughing will stop the arm.

Hobnob: A most unique creature. The Hobnob is bent on self-destruction and becomes ecstatic at the thought of suicide. Unfortunately it feels others should go with it; therefore, each and every Hobnob is given a Do-It-Yourself Time Bomb Kit which is kept under their tweed sport jacket. When they meet a party of Adventurers, they run up to them as if long lost friends and upon reaching them, the Hobnobs set off the charge.

Kuruka: Amphibious creatures that throw poison quills from their tails. They cannot stay in water for over two minutes and they cannot swim.

Rack: Wind-like creatures (thin and airy) that form tree leaves around you in the form of walls and then attempt to entomb you. If hit with a dart, there is a 35% chance they will die because of their anatomical structure.

Sakna: Akin to the Flying Bird mentioned under Equipment, they are huge eagles with iron claws and a sabre beak. In truth, the Sakna and the Flying Birds are identical with the exception that the Sakna cannot fly. The Sakna have one other difference: they are not interested in Adventurers except as food.

Salgoind: Treacherous creatures that tempt and persuade you to lie down and enjoy the day. Once you lie down they are quick to hyperventilate and produce a poison-sleep gas.

Salisbury: One-eyed creatures that delight in giving false information. If the information is not accepted, they will lob huge boulders at the party and say, "I told you so," even though they said nothing.

Sanla: These creatures try to be helpful but somehow always manage to get the aid mixed up.

Sildrap: This creature is large and eats dirt and soil which it converts into pure sand. It expels the sand at great velocity through the pipes on its head and in its sides. The Sildrap resembles a beached whale with stumpy wrinkled legs.

Taunu: Mini-oxen that gore. They are easily frightened.

Taekic: Small flying creatures armed with micro-lasers.

Tensork: This creature resembles natural rock. Its outer side is as sharp as jagged glass. The rock can grow 6 feet a turn, developing walls around its victim.

Thua: This animal disguises itself as a lush part of swamp. If traversed, tiny tubes sense out the heat of the Adventurers and the tubes act like leeches.

Whoolam: Flying vines that encircle victims' necks. 01-20 on %-dice is instant death. Bullets are fairly useless against it (-20% hit prob. and 1/2 damage).

Automations:

Algor II: The second and last product of the S.A.S. (See Omegacron). It is spherical and is powered by radioactive plutonium. It generates a surface temperature of over 3000°C. It has a diameter of 25 feet, smashes trees and ruins villages, since it weighs over eight tons. It mounts: One phaser (triple charged), a micro-laser, and two faust-lockeman (quadruple energized). It is affected only by phaser fire.

Coba: This automation resembles a tree stump. It was programmed by a former National Weapons Control Center official. It mounts a special laser that destroys all metallic weapons. The laser can hit up to ten people at a time. After firing, it flees, for it cannot hurt people.

Elgren: Groups of razor-sharp discs that resemble flying saucers of old. With the exception of the Sun, bright lights and heat disorientate them. They are two feet in diameter.

Hl 432: The first servo-robot. Designed to melt rupniks, chromniks and galiks.

H2 324: Lawyer robots. Designed to develop extensive corporate land investments without government knowledge. Armed with two micro-lasers.

H3 243: This vicious type was developed by a former cock fighter. It throws knives with deadly (+35%) accuracy.

H234: The last of the servo-robots. It mounts two heavy machine guns on its sides and has delusions of being another "Machine Gun Kelly".

KL IV: A man-shaped robot designed to steal rupniks.

Manhunters: Robots that have bone beserk; armed with an HMG and Bazooka each. They travel in pairs and once they sight Adventurers, they will track them relentlessly. Even if evaded, they have an additional 80% chance of finding their prey.

Ligamen: Vicious little robots that travel in hordes. They resemble Leprechauns in dress and demeanor. When denied any request they dispense tear gas through their metallic nose.

MK III: A pyramid-shaped robot. Levitates into the air and then drops on its victim.

Spectra: This automation is never seen. It hides near oncoming Adventurers and when they come fairly close, he creates 1-6 illusions of people loaded down with gold. When the illusions are approached, they hurl insults at the Adventurers to aggravate them. They seem to pick up rocks and appear ready to hurl them. When the Adventurers fight them, they self-destruct and cause all within 10", except the Spectra, 1-8 pt.s of damage. The Spectra then laughs as it flees.

Omegacron: The first development of the "Secret Army Society". Through the use of holographs, the Omegacron can appear as anything; it mounts one phaser and two sub-machine guns.

Fly

Bilps: A bloated fly that is 6' long and has a natural magnetic attraction to metallic objects. Its pull is powerful (65%-effective) and once they get their booty, they fly to their lair.

Brogs: 6" flies with poison sacs in their mouths.

Chacles: They have poor eyesight and drool acid when near heat. They are 4' long.

Completines: 5' monsters that generate electricity. They throw their eyes when hit in the stomach.

Defors: 2' flies that resemble large mosquitos; their sting sucks out blood and their stomach transforms it into a mold that corrodes metal (1 item every 3 turns).

Fuules: 1' flies that slash their victim with extremely sharp claws. They are quite stupid.

Hrasals: These tiny flies can do no damage, but in order to carry on their species they must lay eggs in the mouth of a warm-blooded being. Once the eggs are laid, the eggs produce carbon monoxide for a more pleasant atmosphere.

Marpacks: These 3' flies create a hazy cloud of energy when they sense danger. The cloud momentarily stuns the people it hits for one turn; it is combustible.

Skelts: These 2' flies are virtual skeleton flies that beg for food. If they are denied it, each pair combines and transforms into super-tethres. They then have Armor Type 2, 18" move, 6 Hit Die, and are armed with 2 poison darts.

Tethres: They are the bodyguards of the Xorbs. They utilize Snapirs (boomerangs). If not found in their lair, they are guarding 1-4 Xorbs. When found in their lair, they are alone.

Xorbs: King Flies. They are sniveling cowards but have managed to convince other flies they are the master fly types. When not found in their lair, they are guarded by 4-16 Tethres; when in their lair, they are guarded by 8-32 Tethres.

Yangs: 1/4" flies. Numerous and thickly spread, they can do no damage but hang around to alert other creatures of the Adventurers and to harass them.

Zilliers: Small flies that spin silk to envelop their victim.

AT SEA

Barchel: This creature has the ability to swim and walk on land. It is green and has two horns protruding from its head.

Baze: A long, wide and lazy creature that swims about until attacked. When attacked, it flexes its back fur and throws flaming blobs at the ship.

Bogren: A huge plant armed with sleep spores. It moves with the current.

Burb: This creature appears to be a huge oil slick on the water. If any contact is made with it, it bursts into flame.

Cremb: This is a killer robot developed by a navy of ancient times. It swims about in search of enemies to destroy. Its main weapon is the speargun in its throat.

Coh: Flat beasts with stinger tails containing lethal poisons. They have fantastic natural camoflauge.

Derti: These have long sword-like snouts and are very fast swimmers. They are quite capable of leaping out of water and skewering a crewman on a ship.

Drupt: A huge deadweight monster with a large suction apparatus on the top of its head. When passed from above, it attaches itself to the bottom of the ship by butting its head against it. Its fantastic weight (well over 256,000,000r) then pulls the ship down.

Fipten: A small turtle-like creature that has 6" eyes peering from the top of its shell. Since the eyes have a hypnotic effect, they cause the seen to be paralyzed for 1-10 days.

Gorlam: A half-man, half-brain creature that has adapted itself well to swimming. Its main weapon is "attack mind" as it is very weak.

Grems: Modern day terrors. They are small, fierce, and have powerful jaws that can strip flesh from bone in less than a minute.

Kark: The Kark have 10-25 natural darts lying atop their heads and when annoyed, can throw 1-10 a turn.

Korple: These are large bony fish that delight in jumping out of the water and landing on a person. They are thorny and have very rough skin.

Labeers: Labeers are creatures resembling large whales. They have very powerful tail muscles and can kick up waves easily. The waves move at 40"/turn and have a range of 80". It is simple for them to turn over a ship.

Nemet: Nemets are creatures that, when scared, emit a high pitched scream which deafens all within hearing range for three days. The Nemet loses its guidance system, flounders and dies, as it too is deafened by its own scream.

Ouquil: A snake-like creature with sharp teeth; it secretes nitric acid.

Pocmetes: Large creature somewhat similar to floating clams. Instead of traditional pearls, they form heavy discs in their mouths which they can spit out with great accuracy (+20%).

Pnarg: This large creature latches itself onto the bottom of ships slowing them down 50%. If it hears any movement, its free arm immediately searches the ship for food.

Prang: This monster incorporates a special ice breath that ice-locks a ship for one week (55% effective). It takes at least 3 turns to do this with 3 Prangs.

Purf: A large monster covered with slime and has 12 tentacles which regenerate fully after every three combat rounds. It delights in searching ships.

Sifilpar: These travel in masses. When they are in trouble, they grow bony plates on their body and sink to the bottom of the sea.

Smar: The Smar is a huge beast that enjoys nothing better than smashing ships into kindling. It has no mercy and is quite likely to eat the survivors. It has no mentality and its anger guides it.

Sohtre: A hose-like creature that spews out great volumes of water. Any weapon clip hit will have a 25% chance of being destroyed.

Submark: A lost submarine chaser that still patrols the seas. Due to sonar deterioration, however, any large object appears to be a submarine to it.

Tarl: This is an automation-fish originally designed to watch Soviet trawlers. In order to have more free time, it decided to destroy them. It uses two underwater bazookas which automatically recharge themselves.

Tering: Very strong fish that subsist on steel. Their teeth are harder, finer and sharper than diamonds.

Thrit: Huge monsters with barnacle-encrusted bodies. Their main weapon is their spiked tail.

Tonp: This creature carries eloquent bands on its flippers. When angered, it will flip the bands on to Adventurers (have them make a saving throw). The bands will contract and constrict the victim unless broken (treat as opening door, i.e., an Adventurer with a strength of 12 would break it on a 1 or a 2).

Uniroc: This beast has a huge spear on its head used to ram holes in offending people.

Welg: This small monster has poisonous spears on its feet. It is red in color with large eyes and hates anyone or anything encroaching on its personal freedom.

Yinks: Treacherous beings able to fly for short distances and able to produce a cloud shield to give them added protection (-25%).

Yning: The Yning walks upon the surface of the sea and never leaves it. It is two feet high; has 9 legs. There is a barb on each leg and has all the qualities of a contact explosive.

Zraty: A sea monster convinced it is drowning; when ships arrive to rescue it, it tries to climb aboard but is too heavy. When it grasps a side of the ship, the ship lists and then capsizes.

Guarp: An almost beautiful fish that languishes on the water's surface. It gazes up at one and upon eye contact hurls a firebolt. It then immediately dives below the waves.

IN THE AIR

Aeni: Flying creatures that have a special appendage which, upon concentration, emits shock waves.

Alaab: An Alaab resembles a cube. Needless to say, it is an automation. It has two faust-lockeman (triple-charged), and two Micro-lasers.

Aliflids: Flying Birds, unfortunately for Adventurers, are the targets for the Aliflids. They have a scream ray which causes Flying Birds to lose their equilibrium. 15% chance initially, +10% each turn afterwards.

Bonb: This creature has a natural bomb-bay and carries three contact bombs.

Calgrit: A monster that shoots a smoke screen (-25% protection) about itself and then throws 1-20 stones.

Caser: Flying razor-type things resembling propellers.

Dealk: A four-footed flying creature with sabre-wings and bent on destroying the Human race.

Dleng: Rupnik-loving creatures who will do anything in their power to get them, even fight to the death.

Doop: An automation beast that was programmed to rid the sky of unsightly debris. The Micro-laser it carries is of tremendous help.

Drign: Huge beasts that carry debris and drop it on enemies. They especially like dropping boulders.

Drung: Creatures resembling rocks in weight and size; they enjoy colliding with flying objects.

Eebs: Birds with huge jaws; they sail past flying objects, slashing as they go.

Famm: Robots formed in the shape of an arm and a hand. They attempt to throttle all those not similar to them.

Filg: A horrible aged monster which enjoys inflicting pain by throwing 3-18 darts at Adventurers.

Gilp: Flying reptiles armed with 2-12 poison darts. They are, however, highly flammable.

Hipid: Eagles that fly around in a grey mist which protects them (-20% protection).

Hitel: A large, slow-flying creature that feels people are prime suspects for a sky revolt.

Larng: An acid-secreting creature which loves nothing more than shooting acid on flying creatures and Adventurers.

Lreb: Blobs of energy that pulse through the sky. If contact, sleep is instantaneous for both flying bird and its rider.

Merkel: A large creature that flies through thunder clouds, collects the energy and discharges it at will.

Nugg: A creature that emits a blinding light, causing temporary blindness (2 turns).

Oput: Creatures that spit out very sticky web-like ropes. The ropes are very dangerous and have been known to put a flying bird out of commission for up to six months.

Pakelf: Huge birds as wide as a Boeing 747; they follow their prey and open their mouths as they increase their speed.

Parsep: Initially this appears to be a parachutist crying for help but when touched it mutates into a frog-like creature with a fully loaded Saturday Night Special.

Pfuten: Metallic, jet-powered, roving death machines that look like flying swords.

Phram: A monster that is afraid of being germ infested so it sterilizes all encountered with a Flame Thrower.

Puccu: A flying toad with an elongated tongue that acts like a set of Nùn-Chuks.

Raif: Small birds that think the World is too beautiful. They spray spores which, in one turn, will give Adventurers warts. They then attack because, as they put it, "Warts are the sign of a demented man."

Shapo: This bird has a heat ray that will melt any object made of metal. Unfortunately, it can only hit one object every 5 turns.

Srabe: A bird-like creature with a mean disposition and razor-sharp claws.

Tanana: A bird with detachable feathers which attacks independently with fairly good (+10%) accuracy.

Tasem: A huge bird that grabs the riders of birds and drops them.

Terric: This automation is a virtual flying army. It mounts a phaser, a faust-lockeman (quadruple-charged), and 2 HMG. It is vicious and it hates flesh and blood.

Ulobe: A half-bird, half-bull creature which ramps people out of the sky.

Zenz: This creature can depress any flying object with its depression beam. It has a 72" range and it will follow the victim and smash him to the ground.

Krip: An automation that wields a bazooka and two Sub-MGs. It wants to be king of the sky.

TREASURES

Any creature, if so marked, has the potential to have treasure on its person or in its lair. The treasure is defined by types. The number to the left of the colon gives the percentage necessary, and the amount to the right tells what will be found if the needed percentage is made.

LAND TREASURE:

Type	100's Galiks	100's Chromniks	100's Rupniks	Gems	Jewelry
A	25:1-6	15:1-6	05:1-6	05:1	--
B	25:1-6	25:1-6	10:1-4	15:1-3	10:1
C	35:1-3	20:1-8	10:108	20:1-4	15:1-3
D	50:1-4	30:1-6	15:1-6	30:1-6	15:1-4
E	35:1-6	40:1-6	50:1-4	35:1-6	30:1-4
F	25:1-6	35:1-4	50:1-6	40:1-6	35:1-4
G	05:1-6	10:1-6	15:1-3	20:1-6	15:1-6
H	--	05:1-6	10:1-6	20:1-10	25:1-6
I	--	--	15:1-8	15:2-8	20:1-8
J	--	--	--	20:3-12	15:1-10
K	--	--	--	05:1-2	05:1-3

Type	Offensive Technological Device	Defensive Technological Device	Miscellaneous Technological Device
A	--	--	--
B	--	--	--
C	--	--	10:1
D	--	--	15:1
E	10:1/Type I	10:1/Type I	10:1-2
F	15:1-2/Type I-II	10:1/Type I	20:1-3
G	10:1-3/Type II-V	05:1-3/Type I	25:1-4
H	15:1-3/Type I-III	20:1-3/Type I-II	10:1-4
I	20:1-4/Type II-IV	25:1-3/Type II	15:1-4
J	25:1-5/Type III-V	30:1-4/Type III	20:1-6
K	15:1/Type II	20:1/Type III	25:1-4

Metals, Gems and Jewelry

There are three types of metals: Rupniks (gold), Chromniks (silver), and Galiks (copper).

Type I Offensive Technological Devices:

(Number following item is added to hit probability.)

Type I

01-35	S.N.S. Clip, +05
16-25	S.N.S. Clip, +10
26-35	S.N.S., +05
36-48	Pistol Clip, +05
49-59	Pistol Clip, +10
60-69	Pistol, +05
70	Pistol, +10
71-80	Rifle Clip, +05
81-90	Rifle Clip, +10
91-94	Rifle Clip, +15
95	Rifle, +05
96	Rifle, +10
97	Rifle, +15
98	5-20 Cyanide Bullets for S.N.S.
99	5-20 Cyanide Bullets for Pistol
100	5-20 Cyanide Bullets for Rifle

Type II Offensive Technological Devices:

Type	Effect Area	#-Rounds/ Bursts per Clip	T.T.R.	Range
Machine Pistol	1-3 poss. hits per burst	3 bursts	1	200"
Sub-MG	1-4	4 bursts	1	200"
Carbine	1-2 targets	6 rounds	1	600"
S/A Rifle	1 target	8 rounds	1	1000"
Assault Rifle	1-4 poss. hits per burst	3 bursts	1	400"
Hand Grenade	Lethal Zone: 1" diameter	--	-	15"
Rifle Grenade	Lethal Zone: 1" diameter	1 round	1	300"

Hit Probability Modifications:

Carbine, S/A Rifle — As rifle
Hand Grenade, Rifle Grenade: — Target must make saving throw or is hit.

Damage Done:

Machine Pistol	1-6 per round
Sub-MG	1-6 per round
Carbine	1-6 per round
S/A Rifle	1-6 per round
Assault Rifle	1-6 per round
Hand Grenade	5-30 per round
Rifle Grenade	5-30 per round

(Damage distributed equally to all in Lethal Zone)

01-07	Machine Pistol Clip
08-16	Machine Pistol
17-24	Machine Pistol and Clip
25-28	Carbine Clip
29-33	Carbine
34-38	Carbine and Clip
39-43	Sub-MG Clip
44-48	Sub-MG
49	Sub-MG and Clip
50-56	S/A Rifle Clip
57-65	S/A Rifle
66-74	S/A Rifle and Clip
75-81	Assault Rifle Clip
82-90	Assault Rifle
91-98	Assault Rifle and Clip
99	3-12 Hand Grenades
100	3-12 Rifle Grenades

Type III Offensive Technological Devices:

Type	Effect Area	#-Bursts per Clip	T.T.R.	Range
Light MG	1-4 p.h./b.	6 bursts	1	2500"
Medium MG	1-6 p.h./b.	8 bursts	1	3000"
Heavy MG	1-6 p.h./b.	8 bursts	2	3000"

Damage Done:

Light/Medium MG:	2-8 per hit
Heavy MG:	2-12 per hit

01-07	LMG Clip
08-14	LMG
15-21	LMG and Clip
22-47	MMG Clip
48-63	MMG
64-74	MMG and Clip
75-85	HMG Clip
86-92	HMG
93-100	HMG and Clip

Type IV Offensive Technological Devices:

Type	Effect Area (Lethal Zone)	#-Rounds/ Clip	T.T.R.	Range
Flame Thrower	4" diameter	3 ignitions	4	150"
Bazooka	1" diameter	1 round	3	600"
Faust-Lockeman	1" diameter	1 round	2	450"

Hit Probability Modifications:

All in Effect Area must make saving throw, or are hit.

Damage Done:

Flame Thrower	6-30*
Bazooka	8-64*
Faust-Lockeman	8-80*

* Distributed equally among all in Lethal Zone.

01-07	Tank for Flame Thrower
08-14	Flame Thrower
15-21	Flame Thrower and Tank
22-47	Bazooka Shell
48-63	Bazooka
64-74	Bazooka and Shell
75-85	Faust-Lockeman Charge
86-92	Faust-Lockeman
93-100	Faust-Lockeman and Charge

Type V Offensive Technological Devices:

Type	Effect Area	#-Charges per Clip	T.T.R.	Range
Fly Flash	1" x 2"	25	5	2"
Micro-Laser	1 target	1-20	7	15"
Bop Gun	1 target	1	-	3"
Taser	1 target	5	4	1"
Schlank	1-2 targets	10	5	2"
Phaser	Variable	2-40	6	10"

Hit Probability Modifications:

Fly Flash, Bop Gun, Schlank:	Target must make saving throw or is hit.
Taser:	As Fly Flash, but throw is at -2.
Phaser, Micro-Laser:	As Fly Flash, but throw is at -5.

Damage Done:

Fly Flash	3-30
Micro-Laser	30-120
Bop Gun	4-40 + 4-40 for 3 consecutive turns
Taser	Paralyze only
Schlank	1-4 for 2-5 turns
Phaser	Variable

01-35	Fly Flash
36-55	Micro-Laser
56-75	Bop Gun
76-83	Taser
84-90	Schlank
91-100	Phaser

Fly Flash: A device which, when fired, will blind any fly-type within its range. The damage is dealt by the fly genes being blanked.

Micro-Laser: A powerful light-compression unit.

Bop-Gun: A primitive weapon that shoots a blob of burning phosphorus.

Taser: A gun which shoots two wires that paralyze. It comes with three pairs of wires since the wires self-destruct after firing.

Schlank: A pressurized glue gun that shoots caustic glue. The glue will hold a target for 1-4 turns.

Phaser: A handy device that "phases" matter. It has three settings:

(1) Force: Stuns for 3-12 turns (use one charge); Kills (use 2 charges), or Disrupts/Disintegrates (use three charges).

(2) Width: Pinpoint (uses one times number of charges used for force); Medium (uses twice the amount of charges); or Wide (uses thrice the amount of charges). Medium has an effect area of 2-1/2", width of 5".

(3) Overload: One minute after actuating the Phaser explodes, dealing 5-500 points of damage to all in the lethal zone of 7"; no saving throw allowed.

DEFENSIVE TECHNOLOGICAL DEVICES

Type I Defensive Technological Devices:

Numbers following the item are added to the armor type; thus an Adventurer with a dexterity of 14, wearing a Mecho-Suit and a BPS-4 would have an armor type of 2 (9-3-4=2).

1-10	BPS, -3
11-20	BPS, -4
21-30	BPS, -5
31-40	Thickly Padded Suit, -2
41-50	Thickly Padded Suit, -3
51-60	Thickly Padded Suit, -4
61-70	Mecho-Suit, -5
71-80	BPV, -6
81-90	BPV, -7
91-100	BVP -8 and BPS -5

Type II Defensive Technological Devices:

01-15	Mecho-Suit -3 and BPS -3
16-25	Mecho-Suit -4 and BPS -3
26-35	Mecho-Suit -5 and BPS -3
36-45	Mecho-Suit -6 and BPS -3
46-55	Mecho-Suit -4 and BPS -4
56-65	Mecho-Suit -5 and BPS -4
66-75	Mecho-Suit -6 and BPS -4
76-89	Mecho-Suit -6 and BPS -5
90-91	BPV -6 and BPS -3
92-93	BPV -7 and BPS -3
94-95	BPV -7 and BPS -4
96-97	BPV -7 and BPS -3
98-99	BPV -8 and BPS -4
100	BPV -8 and BPS -5

Type III Defensive Technological Devices:

01-40	Wind Cube
41-65	Implosion Cube
66-75	Psionic Bloc
76-85	Force Shield
86-90	Phase Unit
91-100	Force Field

Wind Cube: A weather control device which forms a nearly impenetrable (-35%) wall around the user, and 1-4 other persons. It has ten charges.

Implosion Cube: When hung around the neck it causes any metallic object within 1" to begin to become unstable and more pliable, thus giving -25% protection. In addition, if a hit is scored, a stream of neutrons doing 2-16 will automatically strike the attacker. 20 charges.

Psionic Bloc: When this disc is pressed to the user's head, any creature with hostile intent will become dizzy and flustered, giving -15% protection. 7 charges.

Force Shield: A small box that, when squeezed, projects a shield the size of a BPS; it gives -45% protection and has 30 charges. Each charge gives 3 combat rounds of protection.

Phase Unit: The holder of this device, when he so desires, is shifted into another plane and can only be hit if the attacker shifts into the exact same plane as well. 2 charges.

Force Field: A box somewhat larger than a Force Shield box. When sat upon, it generates a semi-spherical force field that will "seal in" all within 2-1/2". Those inside can only be attacked, and attack if their opponent is inside also. 15 charges.

MISCELLANEOUS TECHNOLOGICAL DEVICES

There are two tables dealing with Miscellaneous Technological Devices. Roll %-dice, 01-65 = Table One, 66-100 = Table Two.

Table One:

01-05	Visicon (audio)
06-10	Visicon (visual)
11-15	Visicon (A-V)
16-20	Anti-Visicon
21-25	2 Communicators
26-30	Phase Bag
31-35	Anti-gravity Boots
36-40	Helmet of Sensing
41-44	Displacement Unit
45-49	Phase Locker
50-52	Medi-Unit Type A
53-56	Medi-Unit Type B
57-60	Compass
61-64	Galic Detector
65-68	Chromnik Detector
69-72	Rupnik Detector
73-75	Gem Detector
76-78	Jewelry Detector
79-81	Miscellaneous Technological Device Detector
82-84	Defensive Technological Device Detector
85-87	Offensive Technological Device Detector
88-90	Water Bottle
91-93	Jet Skis
94-96	Helmet of Interpretation
97-100	Food-Pac

Table Two:

01-05	Lightning Rod
06-10	Photon Rod
11-15	Sonic Beam Tube
16-20	Blasting Rod
21-25	Tele-Transporter
26-30	Transport Unit
31-35	Sonic Horn
36-40	Scuba Gear
41-44	Drug: Strength
45-48	Drug: Intelligence
49-52	Drug: Wit
53-56	Drug: Dexterity
57-60	Drug: Constitution
61-64	Drug: Personality
65-68	Sonar Unit
69-72	Radar Unit
73-75	Electronic Rope
76-78	Mechanized Lightning Bold Projectile
79-81	Plastic Explosives
82-84	Cold-Pac Unit
85-87	Flare Gun
88-90	Gyro of Power
91-93	Revivyfier
94-96	T.L.C.
97-100	Recharging Unit

Visicons: Devices that are used for surveillance. They must be set for a specific target, i.e., moving objects, etc. Each comes with 15 charges, an anti-visicon will jam a Visicon.

Communicators: Sophisticated walkie-talkies with a 1000" range and 25 charges each, with each minute or fraction thereof burning a charge.

Phase Bag: All contents of this bag phase into another dimension so that it is virtually weightless. Maximum capacity is 1000r.

Anti-Grav Boots: Will suspend up to 7500r. 10 charges.

Helmet of Sensing: Detects thought waves within 2".

Displacement Unit: A small spheroid that shifts the user into a 1/2-phase, giving him ethereal qualities.

Phase Locker: When fired at any portal will cause it to shift partially out of phase so only those with exceptional strength can open it.

Medi-units: In the hands of a Fly-Catcher, they heal damage. Type A heals 2-12 per charge, and Type B heals 2-16 per charge. Each has 25 charges.

Compass: Self-explanatory

Detection Units: Will detect item within 1". 65% effective. 50 charges.

Water-Bottle: Purifies water.

Jet Skis: Allow the user to travel up to 36" in all terrain except forest and jungle. Have 50 mile range before they run out of energy.

Helmet of Interpretation: It contains a universal translator for instant understanding. 50 charges.

Food-pac: Decontaminates food.

Lightning Rod: A metallic rod that discharges static electricity doing 2-8, but takes 20 turns to recharge itself.

Photon Rod: Shoots a bolt of anti-matter, disrupting up to 7000r but has only one charge.

Sonic Beam Tube: Causes instant insanity when fired. 3 charges.

Blasting Rod: A rod that repels objects for 2". 15 charges.

Tele-Transporter: Whoever steps on this oblique pad will be wisked to the location thought of. 100" range.

Transport Unit: A jeep with enough fuel for 50 miles. It can travel up to 24"; carries 75000r and does 1-12 as a weapon.

Sonic Horn: A metallic horn which, when winded, will deafen all within 3".

Scuba Gear: Self-explanatory. (3 hour air capacity)

Drugs: Chemical compounds which will increase the basic ability listed by 1 to 4 pt.s. They last for 20 to 100 turns.

Sonar Unit: Underwater radar with 20" range.

Radar Unit: Detects motion within 20" range.

Electronic Rope: A metallic rope which, upon mental command, will become rigid. 50' long.

Mechanical Lightning Bolt Projector: A large device that creates lightning bolts doing 1-20 for a 10" range. It has 2-16 charges.

Plastic Explosives: Enough to blow up 2500r.

Cold-Pac Units: Tubes that cryogenically freeze tissue. 1 charge.

Flare Guns: With 10 rounds, if aimed at a target; like grenade but only 1/2 damage.

Gyro of Power: With only one charge, this monster gyro will rotate so fast as to suck up all things (even light; it causes implosion upon all living things. 20 turn duration.

Revivyfier: Will bring back to life any dead thing; has only one charge. The tissue must be well-preserved.

T.L.C.: The device that will speed up or slow down movement by 500%.

Recharging Unit: This will recharge any item that takes charges. It has 1-100 charges. It cannot recharge itself, and each charge it gives costs it 1/4 charge.

SEA TREASURE:

Type	1000's Galiks	1000's Chromniks	1000's Rupniks	Gems	Jewelry
A	05:1-4	--	--	--	--
B	05:1-6	05:1-4	--	--	--
C	10:1-6	05:1-6	05:1-4	--	--
D	05:1-8	10:1-6	05:1-6	05:1	--
E	10:1-8	05:1-8	10:1-6	10:1-2	05:1
F	15:1-8	10:1-8	05:1-8	15:1-3	10:1-3
G	20:1-10	15:1-8	10:1-8	20:1-4	15:1-4
H	--	20:1-10	15:1-8	25:1-6	20:1-6
I	--	--	20:1-10	30:1-8	25:1-8
J	--	--	--	35:1-10	30:1-10
K	--	--	--	--	35:1-12

Type	Offensive Technological Devices	Defensive Technological Devices	Miscellaneous Technological Devices
	(Roll 1-6 for type)		
A	--	--	--
B	--	--	05:1
C	--	05:1	05:1-2
D	05:1	05:1-2	05:1-3
E	10:1	10:1-2	10:1-4
F	15:1-2	10:1-3	10:1-6
G	20:1-3	15:1-3	15:1-4
H	25:1-4	15:1-4	15:1-6
I	30:1-6	20:1-4	15:1-8
J	40:1-8	20:1-6	20:1-4
K	50:1-10	25:1-6	20:1-6

OFFENSIVE TECHNOLOGICAL DEVICES

Type I:

(Numbers following items are added to hit prob.)

01-07	Trident +05
08-14	Trident +10
15-21	Trident +15
22-47	Trident +20
48-63	Trident +25
64-74	Rifle Harpoon +05
75-85	Rifle Harpoon +10
86-92	Harpoon Rifle +15
93-100	Harpoon Rifle +25

Type II

01-15	2-20 shells for a 2 pounder
16-25	2 pounder gun
26-40	2-20 shells for a 6 pounder
41-50	6 pounder gun
51-65	2-20 shells for a 12 pounder
66-75	12 pounder gun
76-90	2-20 shells for an 18 pounder
91-100	18 pounder gun

Type	Range	Damage Done
2 pounder	2500"	2-20
6 pounder	3000"	3-24
12 pounder	4000"	3-30
18 pounder	5000"	4-40

Type III

01-20	2-20 shells for a 24 pounder
21-33	24 pounder gun
34-53	2-20 shells for a 48 pounder
54-67	48 pounder gun
68-87	2-20 shells for a 50 pounder
88-100	50 pounder gun

Type	Range	Damage Done
24 pounder	6500"	5-50
48 pounder	8000"	6-60
50 pounder	9000"	7-70

Type IV

01-20	2-20 shells for a 45mm mortar
21-33	45mm mortar
34-53	2-20 shells for a 63mm mortar
54-67	63mm mortar
68-87	2-20 shells for an 87mm mortar
88-100	87mm mortar

Type	Range	Damage Done
45mm	1800"	4-32
63mm	2300"	5-40
87mm	5000"	6-48

Type V

01-10	1-10 shells for 90mm gun
11-15	90mm gun
16-25	1-10 shells for 105mm gun
26-30	105mm gun
31-45	1-10 shells for 120mm gun
46-60	120mm gun
61-75	1-10 shells for 150mm gun
76-85	150mm gun
86-95	1-10 shells for 155mm gun
96-100	155mm gun

Type	Range	Damage Done
90mm	10,000"	8-80
105mm	12,500"	9-90
120mm	15,000"	10-100
150mm	17,500"	11-110
155mm	20,000"	12-120

Type VI

01-35	Submarine Diving Bell
36-65	Submarine Sonar
66-80	Submarine Gun Mount (50 pounder)
81-100	Submarine

Submarine: Equipped with a 50 pounder gun (for "on surface" combat) and 5-50 shells. Also has four torpedo tubes with 4-40 torpedoes. Speed above water is 24"; under water is 17". Can dive to 450". For torpedo combat, use chart given in COMBAT: AT SEA.

Treat torpedoes as 50 pounder guns with a range of 400".

DEFENSIVE TECHNOLOGICAL DEVICES

01-20	Scuba Tank (3 hours air)
21-25	Scuba Gear
26-45	Sonar (12" range)
46-75	Disappearing Gas (Will make any object appear invisible underwater for 3 turns)
76-100	Shell (Can encompass an entire ship and render it free from harm; 10 charges lasting 2 turns each)

MISCELLANEOUS TECHNOLOGICAL DEVICES

01-25	Electro-Magnetic Booster
26-35	Water-Unit
36-45	Aqua-Foil
46-75	Improved Armament
76-85	1-10 Interceptors
86-95	Anti-Sonar Unit
96-100	1-20 torpedoes, and Mount

Electro-Magnetic Booster: Boosts the speed of ship by 6".

Water-Unit: Purifies any type of water.

Aqua-Foil: A water-going unit that travels at 45". Has 20 charges.

Improved Armament: Ship will take an additional 10 pt.s of damage.

Interceptors: Devices that seek out and destroy anti-ship fire.

Anti-Sonar: Blocks all sonar devices within 15".

Torpedoes: Doing 4-40, these devices have a range of 400 .

AIR TREASURE:

Type	10's Galiks	10's Chromniks	10's Rupniks	Gems	Jewelry	Technological Device
A	05:1-4	10:1-6	10:1-4	05:1-4	10:1	--
B	05:1-4	15:1-6	10:1-6	10:1-6	15:1-2	--
C	10:1-4	20:1-6	15:1-8	15:1-4	20:1-3	--
D	10:1-6	25:1-8	15:1-4	15:1-6	25:1-4	--
E	15:1-6	30:1-8	20:1-6	20:1-8	30:1-6	--
F	--	35:1-8	20:1-8	25:1-4	35:1-8	--
G	--	40:1-10	25:1-10	30:1-6	40:1-10	05:1
H	--	45:1-10	25:1-4	30:1-8	45:1-12	10:1-2
I	--	50:1-10	30:1-6	25:1-4	50:1-20	15:1-3
J	--	55:1-12	30:1-8	40:1-6	55:1-6	20:1-4
K	--	60:1-12	35:1-10	45:1-8	60:1-8	25:1-6

01-07	Air Trident +05
08-14	Air Trident +10
15-21	Air Trident +15
22-28	Dart Gun +05
29-35	Dart Gun +10
35-42	Dart Gun +15
43-49	Disc-Rang Gun
50-56	1-6 Contact Bombs
57-63	Gravity Unit
64-70	Invisodust
71-77	Air Shield Type I
78-84	Air Shield Type II
85-91	Time Unit
92-100	Wind Control Device

Dart Guns: Specially constructed guns that shoot 1-4 darts a combat round and have a clip of 20.

Disc-Rang Gun: Another gun that shoots one Disc-Rang at an additional +10. It has 2 per clip.

Contact Bombs: They do 1-20 and hit with great accuracy.

Gravity Unit: Protects one person from all harm in case he falls off his bird.

Invisodust: Will render a rider and his Airsteed invisible for 10 turns.

Air Shields: Give extra protection. 1 gives -20%; 2 gives -35%.

Time Unit: Allows the user to go a week back into time, or forward into time. 2 charges.

Wind Control Device: Self-explanatory.

GEMS AND JEWELRY:

All gems and jewelry, regardless of their origin, are valued as such:

Gems:

01-30	100r
31-50	250r
51-70	500r
71-80	1000r
81-90	2500r
91-100	5000r

Jewelry:

01-40	One 6-sided die times 500r
41-80	One 8-sided die times 1000r
81-95	One 10-sided die times 1000r
96-100	One 10-sided die times 5000r

SETTING UP A WILDERNESS CAMPAIGN:

It is advisable when setting up a wilderness campaign to draw up on a hexagonal grid an area of land with different terrain types. It is suggested that each hex equal ten miles. It should have cities, villages and the like, but should, for the most part, be pretty much uninhabited. The best wilderness campaigns occur when the Referee goes into great detail; maps, legends, lore, and other such things usually accent the campaign well.

At the beginning of the campaign all of the above should be unknown to everyone except the Referee. Secret treasures may be laid out, maps made, some real and some false. The players should start out with a blank hexagonal grid, and as they traverse through the hexes, the Referee will tell them what they see.

Movement costs are as follows (based on a 10 mile hex):

Clear	2
Woods	4
Swamp	4
Desert	4
Mountains	6
Jungle	6
Ruins	6

Rivers cost +1, +2, or +3, depending on size. Fly-Catchers have a 1 out of 3 chance of determining the name of a river. Adventurers have a 10 mile vision unless in woods. Large parties will receive penalties. For every 10 days of movement, a party must rest one day. Treasure should be guarded by the appropriate monsters.

At the end of each day, the Referee will roll an 8-sided die to see if a Wilderness creature has been encountered. If it has:

(1) Roll on the first table to determine its class.

(2) Roll on the second table to determine its type.

(3) Go to the Creature Reference Table and determine if it is in its lair.

(4) Determine the number appearing and remember that numbers listed are for large parties of adventurers.

(5) Check the distance. Unless surprised, they appear from 10 to 120 yards away; if surprised, from 1 to 12.

(6) Check for creature reactions.

(7) Tell players what is happening, not what is there, but what the Adventurers see. Half the fun of the game is surprise.

(8) Roll for treasure carried. Some creatures would use a weapon, others would not. Use discretion.

(9) Take the part of the creatures, conduct combat and so on.

(10) If defeated, let them experiment with what they have found.

To find treasure in a hex, the Adventurers must spend the entire day search and will find it only 40% of the time.

Wilderness Scale:

1 turn = 1 day; when 1 inch = 1 hex (10 miles)

Combat round: 1 turn = 1 minute; when 1 inch = 1 yard

Occasions will present themselves when a player will want to evade rather than fight. This is called an evasion. For every person less than 25 in a party, give a 3% chance to evade (out-run the monster and end up on the next hex). Forests double the chance of evasion. Thus a party of 10 in the woods has a 90% chance of evasion. After evasion, the party must rest one full day and the Referee will make <u>two</u> checks for that day.

SETTING UP AN UNDERGROUND ADVENTURE:

Use graph paper when setting up an underground adventure. Each square should equal 10'x 10'. It should have rooms, tunnels, passages and caverns that make up several levels: one on top of each other. The further you go down, the more difficult it gets. In each room there is a 20% chance of a garrison monster. Garrison monsters appear in lair amount and have treasure 35% of the time. For each room without a monster, there is a 15% chance for treasure alone.

To determine type, convert numbers to levels: A first level one has type A, etc. All levels below tenth have type J. At the end of each turn, the Referee will roll a check on an 8-sided die. A "1" indicates a creature has appeared. The procedure is similar to the Wilderness except (1) They are not in their lair and (2) Roll for their coming direction. Creatures will follow half of the time if a party goes through a door and only 1/6 of the time if it is a secret door.

Underground Scale:

1 turn = 10 minutes, when 1 inch = 10 feet

SETTING UP A SEA ADVENTURE:

With a few exceptions, the rules following wilderness encounters should be followed when setting up a sea adventure.

All ships have a sophisticated electro-magnetic engine which does not require fuel, although the wind will alter the course a bit. For direction, roll a 6-sided die, with each side representing a direction of the hexagonal grid. For intensity roll an 8-sided die, with a 7 blowing the ship off course in one direction and an 8 blowing it off in its direction. There is no evasion at sea.

Ship Movement and Damage:

Small Merchant Ship	10"/turn	and can take 25 pt.s of damage
Large Merchant Ship	13"/turn	and can take 38 pt.s of damage
Warship	18"/turn	and can take 50 pt.s of damage

Scale:

1 turn = 1 day, when 1 inch = 1 hex (10 miles)

SETTING UP AN AIR ADVENTURE:

In one day a flyer may go as high as he wishes as long as he does not exceed the breathing altitude of 750". When 1/2 of the day's movement is finished, the Referee will roll the creature check for air creatures, and at the end of the day for land creatures since the flyer and bird must land and rest each night. No evasion is possible in the air.

Scale:

1 turn = 1 day, when 1 inch = 1 hex (10 miles)

CREATURE WILDERNESS ENCOUNTERS:

Terrain	Clear	Woods	Jungle	If in a river hex add 1 to score Swamp	Mountains	Desert	Ruins
Encounter	7, 8	6-8	6-8	5-8	5-8	6-8	5-8
Roll 1	Anml	Anml	Anml	Anml	Anml	Anml	Anml
2	Anml	Anml	Anml	Anml	Anml	Anml	Autom
3	Men	Anml	Anml	Anml	Anml	Autom	Autom
4	Autom	Anml	Autom	Autom	Fly	Autom	Fly
5	Fly	Autom	Fly	Fly	Fly	Fly	Fly
6	Fly	Fly	Fly	Fly	Men	Fly	Fly
7	Fly	Fly	Fly	Fly	Men	Men	Men
8	Fly	Men	Anml	Fly	Men	Men	Men
9	Men	Men	Men	Men	Men	Men	Men
10	NonH	NonH	NonH	NonH	NonH	NonH	NonH
11	Und	Und	Und	Und	Und	Und	Und
12	Und	Und	Und	Und	Und	Und	Und

Class	Anml	Autom	Fly	Men	NonH
Roll 1	Sakna	MK III	Zilliers	Renegades	Apenu
2	Sakna	KL IV	Brogs	Traders	Chimho
3	Kuruka	H1 432	Fuules	Bandits	Apenu
4	Rack	H2 324	Defors	Nomads	Chimho
5	Rack	H3 243	Chacles	Scientists	Salnal
6	Taunu	H4 234	Completines	Military	Apenu
7	Salisburies	MK III	Tethres	Renegades	Chimho
8	Salisburies	KL IV	Zilliers	Traders	Salnal
9	Salgoind	H1 432	Brogs	Bandits	Regik
10	Sanla	H2 324	Fuules	Nomads	Apenu
11	Sanla	H3 243	Defors	Scientists	Chimho
12	Galic	H4 234	Chacles	Military	Regik
13	Taekic	Omegacron	Completines	True Ones	Ki
14	Hobnob	Omegacron	Tethres	True Ones	Ke
15	Hobnob	Algor II	Xorbs	Royal Ones	Apenu
16	Tensork	Spectra	Bilps	Politicians	Snets
17	Whoolam	Ligamen	Skelts	Mafioso	Paccols
18	Sildrap	Elgren	Yangs	Gamblers	Reakles
19	Thua	Manhunters	Hrasals	Panhandlers	Duplits
20	Carmid	Coba	Marpacks	Agents	Simul

Undead:

1	Raku	5	Angl'doom	9	Valu	13	Engsvalu	17	Ropps
2	Eloi	6	Walni	10	Pongalu	14	Nie	18	Krans
3	Disak	7	Suu	11	Psii	15	Lappenfrips	19	Brold
4	Rinskinu	8	Dalek	12	Biale	16	Tabelmocs	20	The Yolmi

CREATURE UNDERGROUND ENCOUNTERS:

Monster Level Table

Level	1	2	3	4	5	6	%-dice roll
1	01-33	34-67	68-84	85-100	--	--	
2	01-17	18-33	34-67	68-84	85-100	--	
3-4	--	01-17	18-33	34-67	68-84	85-100	
5-6	--	--	01-17	18-33	34-67	68-100	
7-8	--	--	--	01-17	18-33	34-100	
9-10	--	--	--	--	01-17	18-100	
11+	--	--	--	--	--	01-100	

Level	One	Two	Three
Roll 1	Sakna	Rack	Salisburies
2	Zilliers	Fuules	MK III
3	Renegades	Bandits	Chacles
4	Apenu	Salnal	Scientists
5	Raku	Disak	Ki
6	Corpons 1-10	Crazed Ones 1-4	Walni
7	Kuruka	Taunu	Mstr. F-C 1-4
8	Brogs	Defors	Salgoind
9	Traders	Nomads	KL IV
10	Chimho	Regik	Completines
11	Raku	Rin-Kinu	Military
12	Hucksters 1-8	Ober-Kaluks 1-6	Ke
13	Politicians	Mafioso	Suu
14	Snets	Paccols	Biologists 1-4
15	Lapenfrips	Tabelmocs	Sanla
16	Tensork	Whoolam	Hl 432
17	Elgren	Ligamen	Dalek
18	Bilps	Skelts	Valu
19	Gamblers	Panhandlers	Pongalu
20	Reakles	Duplits	Psii

Level	Four	Five	Six
Roll 1	Galic	Omegacron	Galic
2	H2 324	Tethres	H4 234
3	Tethres	True Ones	Completines
4	Marshals 1-3	Nie	Military
5	Mouths 1-3	Agents	Regik
6	Experi-menters 1-3	Simul	Engsvalu
7	Taekic	Military	Taekic
8	H3 243	Ke	Omegacron
9	Biale	Nie	Tethres
10	Engsvalu	Hobnob	True Ones

11	Reich-marshals 1-3	H4 234	Ki
12	Mstr. Fools 1-3	Tethres	Nie
13	Brains 1-3	Ki	Hobnob
14	Hobnob	Omegacron	Algor II
15	H4 234	Nie	Xorbs
16	Ropps	Krans	Royal Ones
17	Manhunters	Yangs	Ke
18	Brold	Thua	Coba
19	Sildrap	Carmid	Spectra
20	Marpacks	Spectra	The Yolmi

CREATURE SEA ENCOUNTERS:

Distance	Sea Shore	1" to 5"	6" to 20"	21" to 40"	41"+
Encounter	8	7, 8	6-8	7, 8	7, 8
Roll 1	Type I	Type I	Type II	Type III	Type IV
2	Type I	Type II	Type III	Type IV	Type IV
3	Type I	Type II	Type III	Type IV	Type V
4	Type II	Type III	Type IV	Type V	Type V

Type	I	II	III
Roll 1	Barchel	Kark	Uniroc
2	Welg	Grems	Purf
3	Oquil	Coh	Nemet
4	Sifilpar	Thrit	Smar
5	Tering	Yinks	Tonp
6	Derti	Pocmetes	Cremb
7	Small Merchant/ 20 Traders	Labeers	Gorlam
8	Large Merchant/ 50 Traders	Guarp	Prang

Type	IV	V
Roll 1	Yning	Tarl
2	Bogren	Korple
3	Zraty	Fipten
4	Sohtre	Burb
5	Submark	Drupt
6	Pnarg	Baze
7	Warship/ 25 Military	Warship/ 40 Military
8	Warship/ 35 Military	Warship/ 50 Military

CREATURE AIR ENCOUNTERS:

Height	Ground to 35"	36" to 175"	176" to 250"	251" to 450"	451"+
Encounter	8	7, 8	6-8	5-8	6-8
Roll 1	Srabe	Tanana	Pakelf	Parsep	Puccu
2	Gilp	Lreb	Aliflids	Dealk	Zenz
3	Hitel	Caser	Hipid	Nugg	Merkle
4	Pfuten	Dleng	Ulobe	Phram	Larng
5	Drung	Eebs	Shapos	Doop	Bonb
6	Aeni	Famm	Calgrit	Raif	Krip
7	Oput	--	Tasem	--	Alaab
8	Prign	--	Filg	--	Terric

STARTLING THE WORLD:

At the start, the players should roll up characters, noting the various penalties and bonuses they receive.

When the players start, they are not equipped; they start from their home village (off the board), and are assumed to have their rupniks and their food (one week per person). They must find a trading post and equip themselves or return in disgrace and dishonor. The Referee will usually tell the players by legend where the trading post is, such as "The place of trading is many days away, to the south."

Currency is as follows:

1 rupnik = 10 chromniks = 100 galiks

Items not listed on the equipment list are not for sale at the trading post.

To make things easier, it helps if the Referee sits at one table and the players at another. Each group should have a set of dice, and a set of miniatures should be purchased so that battle orders can be set up, combat carried on more realistically, and so on.

THE SPIRIT OF THE GAME:

There is no real winner in this game. The object is to have fun. It is accomplished by going through a life-or-death struggle which is not actually real, but realistic.

Two rules are essential to this game: (1) Whatever the Referee says is the final decision, and (2) The emphasis should not be on stupendous stunts, but on reality and possibility in play.

Campaigns and adventures should not be give-aways; on the other hand, they should not be miserly crusades. The key is moderation. The best advice we can give you is: "Let the dice tell the story."

We leave you with these words:

May your Assault Rifle never lack clips when The Yolmi strikes!!!

KEN BLACK

MARSHALL ROSE

April 1, 1977

OUTER SPACE ADVENTURES

If you have become very rich and powerful and feel there is no real challenge left in any or all adventures, one more and infinitely challenging frontier will provide endless hardships. The frontier is Outer Space which, with proper handling, will allow you to journey across space to foreign planets complete with special hardships and new creatures.

In order to journey first from Earth and then to the eternal beyond, a Space Traveling Vehicle (STV) is necessary. To procure such a vehicle, one must first find a trading post and then give the trading post master 2,000,000 (two million) rupniks. For your 2,000,000r he sets up his Radar-Scanning and Directional Beam Width Control Module with Tele-Transporter Linkage. This device locates the exact position of an STV (see Appendix I) and locks the position to the tele-transporter controls. There is time for one transportation only (maximum 20 persons). Each additional reset of the module and tele-transporter costs another 2,000,000r.

Life support systems should still be on once your hardy 20 are aboard, but there is a 5% chance for failure. If this happens, all undergo a transformation process that puts them up on Earth with no free mind and turns them into Angldooms under full Yolmi control.

There is a variety of procedures that must be completed before one can safely embark on an STV journey, namely synchronizing the systems. The time costs and necessary personnel are given along with each mandatory system. An asterisk (*) indicates that if the Main Computer and Remote Computer Systems are made fully operational, it takes only 1/4 of any remaining time to complete the asterisked system since the computers greatly facilitate the procedures.

STV Systems

1. Main Computer and Remote Computer Systems. 5 months with two 15th level Scientists and four 9th level Scientists. Controls most of ship's functions.

2. Life Support Systems. Already on. Recycles air at the rate of once per hour; synthesizes food, etc.

* 3. Directional Systems. 3 months with one 10th level Scientist, four 8th level Fly-Catchers and 2 Soldiers.

* 4. Auto-Pilot System. 1 month with one 9th level Scientist.

* 5. Communications (universal translator, unlimited range). 3 weeks with two 9th level Scientists. Messages transmit at 2 light-years/hour.

* 6. Sensor-Scanning Systems. 2 months with two 10th level Scientists and one 6th level Fly-Catcher. Range of 1" (daily turn).

7. Transporter Systems. 2 weeks with two 7th level Scientists and one Soldier. Transporting range is 5" (combat round).

8. Super Phaser Systems. 2 months with three 11th level Scientists and three 8th level Fly-Catchers.

9. Anti-Matter Missile Burst Systems (AMMB). 3 weeks with one 9th level Scientist and three 8th level Fly-Catchers.

10. Deflector Shield Systems. 2 months with four 9th level Scientists and one Soldier.

* 11. Light-Year Telekinetic Drive Systems. 7 months with four 14th level Scientists, one 15th level Om-Woong, three 8th level Scientists and four Fly-Catchers.

* 12. Sub-Light Drive Systems. 4 months with three 13th level Scientists and four 8th level Fly-Catchers.

* 13. Main Computer Tie-In with Other Systems. 1 week per system with two 12th level Scientists and one 6th level Soldier. Both main computer and system to be tied in must be operative.

STV Particulars

Crew: Minimum: 0 (Automatic Pilot)
Maximum: 200

Movement: 2 Light-Years per day. Rest of day is at sub-light speed. (For more movement particulars, see movement description.)

Super Phasers: 4 banks, 1 each; one bow, one stern, one port, one starboard

AMMB: 2 banks; one bow, one stern

Deadweight Tonnage - Metric: 165,000

Length Overall Meters: 264.8

Breadth Overall Meters: 117.1

MOVEMENT DESCRIPTION

Movement is allowed once all systems have been made fully operational. The ship has a special telekinetic-linked drive which, with a 15th level Om-Woong, allows an instantaneous jump the distance of one light-year (the Psychic's full and only distance attained). This process takes absolutely no time and therefore no time slippage occurs. All the Om-Woong does is literally wish the ship to a distance of 2920". The Psychic can do this twice per day. When not light-year jumping, the ship travels at speeds up to 1/8 the speed of light. It is during this sub-light speed that encounters can be made. Evasion is only possible by light-year jumping. Due to the extraordinary output by the Om-Woong during this telekinetic drive, he must take a drug, Wit, after every third day (or 6th jump). He must also take a drug, Constitution, twice per month. The ship's onboard food synthesizers can produce these drugs but the computers must be so programmed; this takes one month with a 10th level Scientist. If no drugs are taken, the Psychic loses all abilities permanently.

SHIP EQUIPMENT

In the STV the arriving Adventurers will find the orbiting ship well stocked: Environmental suits, engineering, medical, scientific equipment, and two planet rovers. Also found are shuttlecraft. The shuttlecraft have 1/4 the offensive and defensive capabilities of the mother ship as well as having a superstructure that can take 185 damage points. In addition, one finds anti-gravity units, two 20-man tele-transporters and a service tele-transporter, a network of turbo-shaft elevators, food and water synthesizers, atomic waste disposal, a special alloy, Naevron, which is pre-cut and is welded on to damaged superstructure. Welding units are modified lasers. Personal equipment are a hand flamer, communicator, sensor unit and identification. Aboard ship there are many many other implements the Moderator allows. Implements not found can be built at a rate decided upon by the Moderator. Hand flamers do damage as lasers but because of their special sensor, the saving throw is at a -7. Their sensor will not allow the flamer to shoot at equipment or Command Personnel.

PLANETS, ALIEN CREATURES AND ENCOUNTERS

Players can devise full planets or just the immediate area to which transportation is made. Monsters encountered whether in space or on a planet can be modified Earth creatures or totally new ones. Galactic creatures should be made extremely powerful (see Ship vs. Creature), since phasers and such can release fantastic amounts of energy. Planetary creatures can be made to fit any specification desired; however, discretion should be used. Planet conditions can be changed also. Example: No oxygen - environmental suits are necessary. Note: if hit with an environmental suit on there is a 20% chance of puncture of oxygen system and instant death. Another example: if no light whatever and all light is enveloped, lasers are ineffective. There could even be a very crusty surface which does not support humans. The variations are limitless.

A "1" on a 12-sided die indicates an encounter. Roll percentile dice. A 1-45 determines that the encounter is with a ship (see Alien Ships). 46-100 indicates a creature (see Alien Creatures). On the planet surface, encounters are made according to terrain, i.e., Wilderness, Sea, etc.

ADVENTURER WORK POTENTIAL

Different Adventurer types work at different levels of efficiency, especially in highly technological work as activating STV systems. Scientists are above and beyond the best workers at this type of endeavor. However, other Adventurers can have their abilities converted to that of Scientist. For conversion of Soldier and Fly-Catcher work potential to that equivalent of Scientist work potential, subtract 8 levels from the Soldier's level and the result will be the level of Scientist that the Soldier can assume. Example: a 20th level Soldier can do the work of a 12th level Scientist. For the conversion of a Fly-Catcher to Scientist, subtract 4 levels. Example: a 13th level Fly-Catcher can do the work of a 9th level Scientist.

It is important to know the Actual Work Done (AWD) as compared between levels of an Adventurer type. The higher level one is the more AWD ability one has. So the scale following shows the AWD breakdown between levels.

Basically for every 2 levels subtracted from an Adventurer's level, take that result and add one Man. For example: one 18th level AWD = two 16th level AWD = three 14th level AWD = four 12th level AWD, etc. Therefore, one 18th level Scientist (or Soldier or Fly-Catcher) does the work of four 12th level Scientists (or Soldiers or Fly-Catchers). Also, for example, a 13th level Fly-Catcher does the work of three 9th level Fly-Catcher; naturally the same for Soldier and Scientist.

Application of this knowledge helps when amassing people to repair, for instance, a system, because if one is short on people it is good to know that combining both the Intra-Adventurer type conversion and the between-levels conversion, a 24th level Soldier will do the work of three 12th level Scientists (subtract 8 levels for Soldier to Scientist; 24-8=16; then do the breakdown of AWD between levels: one 16th level = two 14th level = three 12th level).

Other notes worth remembering are that if any personnel are left over, a 15th level Scientist (or 19th level Fly-Catcher, or 23rd level Soldier) devoted to fixing or repairing a system will speed up that effort by a maximum of one-half. For example, if you put the necessary personnel working on Sensor-Scanning Systems, i.e., two 10th level Scientists and one 6th level Fly-Catcher and you add a 15th level Scientist to help, those systems take only one month to fix instead of the normal two months. It makes no difference how high an auxiliary person's level is; he can still speed the operation up by only one-half.

ALIEN SHIPS

Once an encounter is made and a 1-45 on %-dice has been rolled, you now meet an alien ship. To determine what the alien ship's combat speed, weaponry, defenses and other particulars are, the Moderator first rolls a 10-sided die three times on the Weaponry section (a "1" being super phasers; a "10" being two re-rolls). This will be the alien ship's attack units. For defense (shields), roll a 4-sided die on the defensive units section (a "1" is deflectors). The total energy stored in weapons and shields is up to the Referee. The number of STVs in a party should be used to determine the number of alien ships met. Discretion is imperative. For the alien ship's combat speed, roll a 20-sided die and a 6-sided die. Add those results and multiply the sum by 20. This is the combat speed in inches. Some alien ships can have greater specifications than those listed, such as two shielding systems or four attack units.

A ship's hit points are determined by adding the roll of three 8-sided dice and multiplying that by %-dice.

ALIEN CREATURES

A creature is met if you have an encounter and a 46-100 is rolled. To determine its offensive capability, roll to determine ATK Str (100-500). For defensive capability, determine first if its super armor type is positive or negative; then find the exact type. Hit dice is a 20-sided die times the product of 2 percentile dice.

COMBAT: IN SPACE

Weaponry

Super Phasers: Each STV has 4 computer-linked banks but only 3 phasers can hit any one target due to their location (see STV particulars).

Anti-Matter Missile Burst (AMMB): Each STV has 2 AMMB generators but due to their placement, they cannot hit anything directly above, below, to port, or to starboard (see STV particulars).

High Energy Plasma: A destructive, volatile energy-absorbing material.

Screamer: A metal disrupting force.

Nuclear Devices: Atomic warheads.

High-Refraction Laser: A light compression weapon.

Star Shield: When a ship with this device rams another, the latter receives the damage by the former exploding.

Implosion Beam: A beam that causes the ship to become unstable.

Space Mines: Small space buoys with high energy-yielding explosives.

Note: STVs have only Super Phasers and AMMBs.

Shields

Deflectors: Energy deflecting units.

Absorption: Energy absorption units.

Phase: Shifts the ship temporarily into another dimension.

Blanking: Energy negation units.

Note: Each STV has 6 deflectors: Top, Bottom, Bow, Stern, Port, and Starboard.

ATK Units

Type	ATK Str	Energy Consumed	Range (in Combat Inches)
Super Phaser	250	50	100
AMMB	100*	250	200
HEP	500	700	75
Screamer	200	50	190
Nuclear Devices	175	25	70
Laser	150	25	125
Star Shield	2850	500	Contact
Implosion Beam	190	75	170
Space Mines	125	50	25

* Unless DEF Str is equal to or less than 0, ATK Str is 750.

DEF Units

Type	DEF Str	Energy Consumed (per shield, per combat round)
Deflectors	200	25
Absorption	250*	125
Phase	400	250
Blanking	500	300

* Unless defending against HEP, DEF Str is 600.

Ship's Energy (STV)

The ship's energy may be diverted into Weapons and/or Shields. Each system requires at least 25% of power to function with minimal efficiency.

System	Total Energy Stored	Energy Ratio to Weapons	Energy Ratio to Shields	Power Recharged per two Combat Rounds
Communications	100	1:1	2:1	10
Engines (sub-power)	2000	2:1	3:1	70
Life Support	250	1:1	2:1	25
Navigation	150	1:1	2:1	15
Psychic (w/Drug:Wit)	400	1:1	2:1	40
Sensors	250	1:1	2:1	25
Shields	750	1/2:1	1:1	35
Transporter	300	1:1	2:1	30
Weapons	500	1:1	2:1	50

COMBAT: SHIP vs. SHIP

1. Maneuver (Simultaneous Plot). A good medium to use for showing ship positions and distances is graph paper when battling in space. Each square on the graph paper should be said to equal 10 combat inches. Therefore, an STV could move 23 inches per combat round (see movement scale). Similarly, a super phaser's range would be 10 squares. Both players then write down their movement on binder paper after starting the battling ships at opposite sides of the graph paper. Ship maneuver may be made in any direction but with degree changes expending movement points:

15° = 1/10 of movement points
45° = 1/4 of movement points
90° = 1/2 of movement points
135° = 3/4 of movement points
180° = full movement points

Changes in ship height should be noted by placing amount of height gained or lost by ship when recording its movement on graph paper. Example: an STV makes a 90° turn down and proceeds with rest of movement. It should then have a -11 by its position. Ship's speed may not be changed more than ± 10% or go over maximum movement in any combat round. At all times on the graph paper, the direction in which the ship is pointing should be shown so the relative positions when attacking and defending can be worked out.

2. Each party designates attack, (usually done only when in range) and defense (also usually done only when in range) on paper along with movement. After both have written orders, the movement is made, and attack and defense occur when in range or when desired to put up shields for amusement. If in range with weapons after movement, each party may give orders to fire any weapon he has.

3. Combat is simultaneous unless one or more parties does not have sensors in which case they go last. All weapons hit the opponent but penetration must be determined.

4. For each attack, determine defender's foremost shield Match that shield with the proper column; then roll %-dice and cross-index to the proper column which defines the shield you hit. Use the table below.

Defender's Foremost Shield

%-roll	Bow	Stern	Port	Starboard	Top	Bottom
01-18	Bow	Stern	Port	Starboard	Top	Bottom
19-36	Bow	Stern	Port	Starboard	Top	Bottom
37-48	Port	Starboard	Bow	Stern	Port	Starboard
49-60	Port	Starboard	Bow	Stern	Port	Starboard
61-72	Starboard	Port	Stern	Bow	Starboard	Port
73-84	Starboard	Port	Stern	Bow	Starboard	Port
85-92	Top	Bottom	Top	Bottom	Stern	Bow
93-100	Bottom	Top	Bottom	Top	Bow	Stern

5. Find DEF Str on shield and ATK Str of weapon.

6. Determine Penetration Modifier:

ATK Str - DEF Str = Penetration Modifier

7. Determine damage to shield. Damage to shield is permanent until repaired. Attacker's %-roll + Penetration Modifier - Defender's %-roll = Damage to Shield.

8. Damage is subtracted from shield DEF str. When shield DEF Str is less than or equal to zero, all subsequent blows will damage the ship (an STV can take 700 before it is hopelessly destroyed).

Ship Damage Effects

Damage Percentage of Ship's Hit Points	Effect
10%	15% crew loss
20%	1 ship system dead
30%	1 ship system dead
40%	1 ship system dead and 15% crew loss
50%	1 ship system dead and 15% crew loss
60%	20% crew loss
70%	2 ship systems dead
80%	All systems dead, with the exception of life support and engine (unless, of course, they are already dead)
90%	35% crew loss + engine dead
100%	All systems dead
101%+	Ship gone

Effects are additive. Roll an 8-sided die to determine the system(s). The Psychic is not a system. From 1-5 combat rounds after a system goes dead, the system fails.

9. Subtract the weapon costs from the total energy stored in the weapons system. Subtract the shield costs from the total energy stored in the shield system. Diversion of energy takes place in the movement plotting phase on binder paper. Dead systems have no divertable energy.

10. Repeat 4-9 for other parties.

11. Continue until combat is disengaged (one or more ships out or range, destroyed, etc.).

Note: Two or more different attacks may be used in the same combat round. No ship may use two or more defensive units simultaneously.

COMBAT: SHIP vs. CREATURE

1. Maneuver (Simultaneous Plot) as in Ship vs. Ship.

2. Ship plots attack and defense. Creature plots attack. (See Ship vs. Ship.)

3. Roll for initiative. Ship gets a +2 on the 8-sided die.

4. For ship weapon to penetrate, %-roll is listed:

CREATURE'S ARMOR TYPE	100-150	175-200	250	500	750	2850
-26	--	--	--	--	1	4
-25	--	--	--	1	4	8
-24	--	--	1	3	6	16
-23	--	1	2	7	10	24
-22	--	2	3	11	12	32
-21	1	5	8	14	15	40
-20	2	7	11	19	18	48
-19	4	8	12	25	21	56
-18	6	12	14	26	24	64
-17	8	13	17	29	25	72
-16	11	16	19	31	27	80
-15	15	19	21	34	28	88
-14	18	22	22	36	31	96
-13	19	24	26	39	34	Automatic
-12	21	25	29	42	35	Automatic
-11	22	28	30	45	37	Automatic
-10	24	31	34	46	41	Automatic
-09	26	32	37	49	44	Automatic
-08	27	33	40	50	46	Automatic
-07	28	37	43	51	49	Automatic
-06	30	39	46	52	51	Automatic
-05	34	41	48	55	54	Automatic
-04	37	42	49	56	59	Automatic
-03	38	44	51	58	61	Automatic
-02	40	47	52	59	64	Automatic
-01	41	48	54	61	66	Automatic
00	44	50	56	62	69	Automatic
01	47	51	57	65	70	Automatic
02	50	54	59	66	73	Automatic
03	52	55	62	68	74	Automatic
04	55	59	63	69	78	Automatic
05	58	60	65	72	81	Automatic
06	59	61	69	77	82	Automatic
07	61	64	70	78	85	Automatic
08	65	67	72	80	88	Automatic
09	67	70	75	83	91	Automatic
10	69	71	77	86	94	Automatic
11	73	75	79	87	96	Automatic
12	75	78	80	90	98	Automatic
13	76	80	84	93	Automatic	Automatic
14	78	85	87	95	Automatic	Automatic
15	79	87	90	96	Automatic	Automatic
16	80	90	93	99	Automatic	Automatic
17	84	92	95	Automatic	Automatic	Automatic
18	87	93	98	Automatic	Automatic	Automatic
19	89	95	Automatic	Automatic	Automatic	Automatic
20	90	98	Automatic	Automatic	Automatic	Automatic
21	92	99	Automatic	Automatic	Automatic	Automatic
22	93	Automatic	Automatic	Automatic	Automatic	Automatic
23	94	Automatic	Automatic	Automatic	Automatic	Automatic
24	97	Automatic	Automatic	Automatic	Automatic	Automatic
25	99	Automatic	Automatic	Automatic	Automatic	Automatic
26+	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic

To convert Armor Type to Super Armor Type, add 38 to the Armor Type. The result is Super Armor Type.

5. If attack penetrates creature's "hide", damage to the creature occurs. one ATK Str = 100 points of damage. (For more competitive battles, let one ATK Str = 1-100 points of damage.) The creature's Super Armor Type must be penetrated each time. It dies when its hit dice level is surpassed by the damage points.

6. For creature to hit (not penetrate) ship's hull and screens, you must first find the creature's hit dice (see Alien Creatures). Divide that hit dice number by 1000, rounding off. Take that result to the Super Armor Type column given in No. 4 and match it with the proper number. Example: Hit dice = 10,000. Divide by 1000. Quotient is 10. Use the 10 Super Armor Type column. Cross-index the hit dice quotient with the proper ATK Str column and the %-roll needed for creature to penetrate is listed. Example: creature with 10,000 hit dice and ATK Str of 500 will hit the ship 86% of the time. However, ship's shields defend in the same manner as in Ship vs. Ship; therefore, use attack rules given there. If he did hit, determine the penetration modifier, etc., as outlined above.

7. Damage Done potential is subjunctive to the Moderator.

COMBAT: SHIP vs. PLANET

Before the bombardment the Moderator rolls for planet defenses, using the Weaponry and Shields section for offensive and defensive capabilities. The planet's defenses must be totally destroyed before the planet can be bombarded or occupied.

After the defenses are gone, the Referee designates population, and each ATK Str of each round of bombardment kills 10,000 people. Planet installations and riches are left to the Moderator.

Note: No AMMB/HEP units may be grounded, although they may be placed on orbiting platforms.

SHIP REPAIR

For every 10 damage points on ship to be repaired, ten technicians working one hour each are required.

MISCELLANEOUS

No transporter may be used when either the transmit point or the receive point has a shield activated.

Black Stars

Black Stars are "gateways" between the Matter and Anti-Matter dimensions. Because of their nature, they attract all matter and anti-matter that comes within 1/4 of a light-year. Consequently, when the matter passes through the Black Star and into the anti-matter dimension, it explodes. The same is true for anti-matter that passes into the matter dimension. The interior of the Black Star consists of neutral matter. This type of matter has no mass. It is completely inert when in contact with either matter or anti-matter. When any object comes within its range, it is pulled toward the Black Star. Velocity is determined in one of two ways: The first for matter that is traveling away from the Star is to square the velocity with the direction reversed; second, for matter heading to the Star, cube the velocity with the direction the same. Once inside the Star, all pull is lost but inertia is maintained, causing the matter and anti-matter to go into its opposite dimension and thereby blow up. Therefore, the only way to survive is to have the Psychic blink out, with the Psychic dying from exhaustion.

Note: This is possible only if the Psychic has not made his two jumps that day.

SCALE

1" = 3.23×10^9 Km. (1 light year = 2920"),
when 1 turn = 1 day.

STV Movement Rates: Psychic Jump = 2920"
Engines (sub-powered) = 1"

1" = 1000 Km., when 1 turn = 10 seconds

STV Movement Rates: Psychic: Not allowed
Engines (sub-powered) = 230"

Appendix I

When news of the oncoming cloud (see Introduction) reached the Scientists in all STVs of Earth origin, the STVs with conscientious crews not only returned to Earth to see if they could help, but they transported down to the planet's surface, leaving fully operational ships on standby ready to go. The cloud hit and along with most other life, the crews were killed. The orbiting STVs still awaited the return of their crews. After a number of years and with no response, the ships and their systems shut down automatically (except for a minimal Life-Support). Now, all that is needed is to transport a party aboard, render a STV fully operational once more and transport aboard any other persons you want. Then . . . the Universe is your limit!

APPENDIX: NOTES ON COMBAT AND SAVING THROWS

COMBAT:

If by chance more than one combatants has a technological weapon, they strike first, but they must throw an initiative die between themselves to see who fired first. Automatic weapons get a +1, and type V Technological Weapons get a +2.

Initiative is also modified by anything that would affect a combatants ability to strike first, including morale, and level.

On the combat tables, the dash listed for the better armor types for the percentage needed to hit, does not mean that the combatant can't hit, rather that he has a base chance minimum of 1%. Likewise, if because of modifications, a combatant automatically hits, he still has a minimum chance to miss of 1%.

For damage done, the number for the damage modifier listed under Strength is the percentage extra per level that an adventure does in damage when he hits. For example a sixth level Oberkaluk with a strength of 22 does 30% extra damage when he hits.

Movement takes place before combat, so check those weapon ranges, because if you aren't in range you can't attack. Hand-to-Hand Combat requires that the figures be less than ½" apart, and contack weapons (knives, taleks, and the like) must be used from at least 1".

SAVING THROWS:

When a saving throw is required, certain circumstances will modify the number needed to save.

POISON- Poison does damage per levels. So if a throw vs. a 2nd level poison isn't made, then for all intents and purposes, the adventurer drops two levels. Level 0 = death. If one does not die from poison, then it will take from 1-4 days per level of poison to regain one's former level and experience. Constitution will modify the throw, so take the number listed under CON for number added to each hit die, and add that to the saver's die.

PSYCHIC POWER- The saving throw for the Psychic Power is modified by WIT. Take the number listed under WIT for the bonus to reaction, and add that to the saver's die.

TECHNOLOGICAL DEVICE- If the device used is a weapon that shoots a bullet or a beam, the following tables are used. Other weapons and devices will use these tables, but only where applicable.

Range		Attacker Movement		Target Movement		Target Position	
Short	-4	Normal	+0	None	-3	Open	-5
Medium	-1	Evasive	+3	Normal	-1	Full cover	+5
Long	+1	None	-1	Evasive	+2	the degree of cover	
Extreme	+3	Charging	+0	Charging	+0	will modify the	
		Kneeling	-3	Surprised	-2	throw from +5 to -	
		Prone	-4				

These bonuses are added to the saver's die. Remember that if the device is an automatic weapon, the throw is made versus each burst fired.

CREATURE PROJECTILE- Dexterity will modify the throw. Take the bonus to the armor type and add this to the number needed to save.

Remember though, regardless of bonuses, modifications, and the like, a 20 will always save, and 1 will never save.

APPENDIX ADVENTURER's SHEET

IDENTIFICATION NUMBER: _____

NAME: _____

SEX: _____

PROFESSION: _____

LEVEL: _____

EXPERIENCE: _____

HIT POINTS: _____

ARMOR TYPE: _____

RUPNIKS ON PERSON: _____

WEIGHT CARRIED: _____

MOVEMENT: _____

STR _____ HIT PROB _____ DAMAGE _____ WEIGHT _____ OPEN DOORS _____

INT _____ IDENTIFY/REMOVE TECH OBJ _____

WIT _____ INITIATIVE BONUS _____ RESEARCH BONUS _____

DEX _____ ARMOR TYPE BONUS _____

CON _____ BONUSES TO EACH HIT DIE _____

PER _____ BONUSES TO HIRELING MORALE _____ BONUSES TO CREATURE REACT _____

PROFESSIONAL SKILLS: _____

_____

_____

	% to hit vs. ARMOR TYPE									
WEAPON TYPE	0	1	2	3	4	5	6	7	8	9
_____	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___

SAVING THROWS:

POISON _____, PSYCHIC POWER _____, TECH DEV _____,

CREATURE PROJECTILE _____.

FLYING BIRDS:

NAME: _____ LEVEL: _____ HIT POINTS: _____

NAME: _____ LEVEL: _____ HIT POINTS: _____

NAME: _____ LEVEL: _____ HIT POINTS: _____

GUNNER HITS:

#-DIRECT HITS _____, GIVING A BONUS OF _____ TO THE DIE ROLL.

EQUIPMENT:

OFFENSIVE DEVICES:	DEFENSIVE DEVICES:	MISCELLANEOUS:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

(FOR USE WITH THE REALM OF YOLMI)

ADDENDA AND CORRECTIONS:

ADVENTURERS

Page 21-- Add "sling" on the same column as talek on the Hit Probability Bonus table.

Page 21-- Add the following:
WEAPONS RANGE TABLE

Weapon	Range (in inches) when thrown
Knife	2"
Bola	10"
Disc Rang	18"
Snapir	15"
Sling	20"
Malpo	12"

Page 24-- Add the following to Technological Devices Hit Probability Modifaction, under Attacker Movement:
KNEELING +10
PRONE +15

TREASURES

Page 69-- Add "All automatic weapons will hit target unless the target makes its saving throw.

Page 73-- Add the following under the overload section on Phaser: "Damage done by overload is 5-500 pt.s of damage per charge."

Page 78-- Add "Unless otherwise noted, miscellaneous technological devices have 1-100 charges.

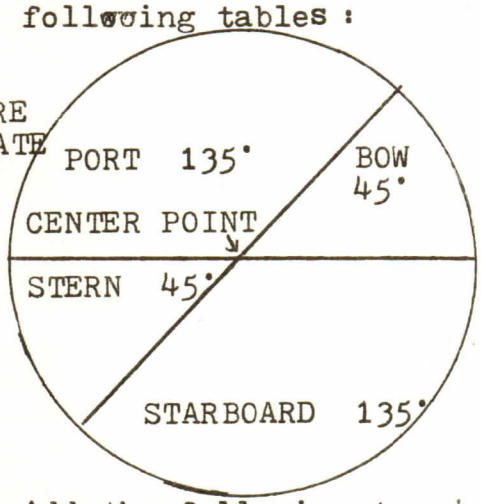
OUTER SPACE ADVENTURES

Page 102-- Add the following to Star Shield: "When utilizing this, a strict record must be kept of both parties' movement. If the Star Shield at any time comes within 20" of its target, a hit has been made."

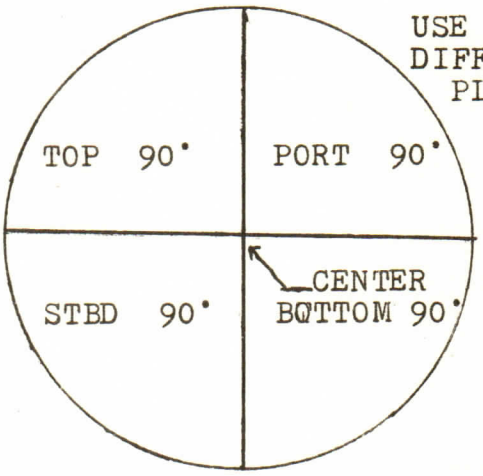
Page 105-- Add the following to Ship's Energy: "A 2:1 means that for every two points diverted, one point is yielded."

Page 106-- Add the following to section 4: "To determine ship's formost shield, find the center of the ship, and use the following tables:

USE IF BOTH SHIPS ARE ON THE SAME COORDINATE PLANE:



USE IF ON DIFFERENT PLANES:



Page 106-- Add the following to section 7: "Mulitple attacks on the same shield get +5% for each additional attack.

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(PAGE 32 IS NOT MISSING. THE BOOK COMITS A TYPO, GOING FROM PAGE 31 STRAIGHT TO PAGE 33.)